Slave Harem in the Labyrinth of the Other World

051-100

Shachi Sogano

Chapter 51 - Sex maniac.

Man is a being with a massive sexual appetite.
Roxanne has a subtle smile because of it.
There's no helping my sexual desire since I now have two sex slaves.

Well, there's nothing I can do about it.
There's really nothing I can do about it.
It's a man thing.

Since there's no helping it, I was the first to enter the bath after the meal.

"Everyone take off your cloths and join me in the bath."

I declare it and take off my cloths.
Being slightly forceful is necessary so Sherry is like Roxanne and doesn't complain.
Chance to complain is limited if we get in quickly.

I undressed quickly, and entered the bath a bit early.
I wanted to watch the ladies undressing, but I also needed to adjust the temperature of the water.

"May I enter the bath? Baths are things that only nobles and royalty use."
"It's fine, lets get in together."

Roxanne persuades her.
It seems things are alright.
Sherry will get in with us.

The lantern is set up, and the temperature of the bath is checked.
It's a little hot, but I don't think I need to add any water.
It's rather good.
Since I've used the bath several times my experience is showing.

Adjusting the temperature is hard and easiest done by adding some

water of a suitable temperature.
I can bring hot water in a jar, but it's hard to raise the temperature like that.
It's easier to cool the temperature down.
Next time I'll make sure to use more heat.

"Roxanne's are really big."
"That's not true."
"But mine…."

As I'm checking the temperature I can hear two people chatting.
What those two are doing.
I'm jealous!
It's foul play for them to enjoy it on their own.

"Master, I'm coming in."

Roxanne and her foul play enters the bathroom.
That's definitely a foul.
Well, they are huge.

"Ahh… Excuse me."

Sherry comes in while looking down and hiding her chest.
Her cloths have been taken off and she's naked.
Oh the privilege of being the owner!

Even though she is small and thin, Sherry's style is good.
Her breasts also help her image.
They have some volume.
Her soft fair skin is dazzling.

"Well, should I wash?"

Even though I have the owners privilege I can't just keep staring forever.
Lathering some soap up I started to wash her body.
Straight for her body.

"Yes."

Roxanne comes in front of me.

There’s big things shaking right in front of my eyes.
My eyes have no choice but to look.

“A~u. I thought so.”

Sherry laments.
My eyes stay locked on Roxanne’s chest though.
My hands go forward involuntarily.

I rub the soap over Roxanne.
The place I want to wash the most is washed the most.
I gently wash with both hands.
I trace my hands along the curve of the swelling mounds.

Roxanne’s chest is great.
This feeling, this elasticity, this pounding, this weight.
Even without one of those they would still be wonderful.
This is the best.

“The best.”
“Thank you.”

The head and the back, Roxanne is one big mass of bubbles, excluding her tail.

“Next is Sherry.”
“Ah. Yes.”

If Sherry is standing nearby she really seems quite small.
I can’t even see what expression she’s making from my position.
She’s thin, small and beautiful.

I kneel in the lamplight, and start painting bubbles.
I can go for her chest without holding back.
I extended my hand and started painting the bubbles on her collarbone.

“A~u, it’s amazing.”

This is quite good.
Roxanne’s chest is big enough to spill out of the palms of my hands, will Sherry’s chest fit in my hands completely?

A nice fit feeling will also be irresistibly good.

Spilling out is good, but a comfortable fit is also good.
The feeling of holding small birds or hamsters in the palm of your hand.

“Ah. Um. I’m sorry I’m so small.”
“You aren’t that small.”
“When I was in the village I thought that, but in the slave traders building there were people with huge chests and they were popular.”

Men buying sex slaves.
I don’t want to comment about it since I’m one of them.

“It’s fine, there’s no problem.”
“But Roxanne is…”

There’s already been some comparing.

“Sherry is quite short compared to Roxanne, and I don’t think it can be helped that her chest is smaller. I think you are quite well off for your height.”

There’s 20-30 centimeters of difference in their heights, so I think the difference in the size of their chests is natural.
If someone Sherry’s height had a chest like Roxanne I think it would be quite strange.
Since Sherry is short, I think her proportions have a good ratio.

“That’s right Sherry.”
“Really?”
“Really.”
“Ah, Thank you.”

Sherry calms down and I paint bubbles over her whole body.
I can enjoy her chest at any time again later.

“Now Sherry, we wash Master.”
“Yes. Um, how?”
“I do it like this.”

Roxanne embraces me from the left.

My left arm is caught in the valley of her chest. It's a wondrous thing.
It's completely surrounded by her breasts.
A wall of flesh presses around my arm.

And from the right is Sherry.
She doesn't have any strength, but it's lovely.

This is unbearable.
I am being washed carefully by two people.
They are washing from the right and the left, instead of the front and the back, and it's wonderful.

"Roxanne and I washed our hair yesterday, so Sherry's hair gets washed today. Sherry come in front of me, and Roxanne get behind her."

Sherry stands in front of me.
Since she's small it's a good height for washing her hair.
Her head comes up to the height I stretch out my arms.

I lather up some soap and rub it into her hair.
After rubbing her hair, large amounts of bubbles start forming.

Roxanne comes to my back.
Even though I asked her to go to Sherry's back.
Unexpectedly it became a line of washing.

I feel a rich swelling like balloons on my back.
Since it's my back I can't see what's happening.
I have to endure the sensations.

There's no choice so I continue to wash Sherry in front of me.
I scrub her hair to divert my attention.

Sherry's hair is quite fine.
There's not much resistance when rubbing through my fingers.
It doesn't look like it, but it feels light like cotton.

"This is good. Your hair is really soft and nice feeling."
"Ah, Thank you."
"It's hard to believe it's hair."

Because she’s a dwarf, she might have different characteristics to humans.
The thin, light hair amuses me.
The bubbles started to decrease, so I add more soap.

After washing enough, we rinsed the soap down the drain.
Sherry’s wet dark hair became flat and stuck to her skin.
She looks sort of like a doll.
Beautiful.

I got into the bath.
I dare to say it.
Roxanne’s tail is amazing in the water.

Embracing Roxanne, I reached down and pat her tail.
The smooth feeling of it is irresistible.
I plop myself down into the bath while carrying Roxanne.

“Get in too, Sherry.”
“Ah, yes.”

Sherry timidly climbed in.
While shyly hiding her body, she slowly lowered herself into the water.
Despite her modesty, I pulled her towards me.
Roxanne is to my right, and Sherry is on my left.

This.
This luxury. This prosperity. This glorious feast.

A beautiful woman to my left and right.
I can freely touch their skin directly because we are naked in the bath.
Roxanne’s big chest to my right.
Sherry’s delicate lovely body to my left.

You could say that this is every man’s dream.
This would be Hideyoshi’s golden tea room, or Napoleon’s coronation.
If it were Hitler, maybe a wedding ceremony?
Well, he commit suicide.

After the bath, two people help dry my body, and then we head to the bedroom.
Honestly, I did consider attacking them both in the bathroom.
There isn't any light in the bedroom.
While I regret it a little that I won't be able to see their bodies, it might be unavoidable.

"Come on, you two."
"Yes Master."
"Ah, yes. Um, is it alright for me to wear something so nice?"

Sherry speaks with a quiet voice.
She seems to have borrowed a white camisole from Roxanne for a night dress.
Roxanne is wearing a pink camisole.
I can't see them well because there is no light.

"It's fine."
"Thank you."
"Roxanne is also wearing one."
"Well, she is number one."

It's good that Roxanne isn't being unkind to Sherry.

"Ah, Sherry. Kiss me good night before I go to sleep, and kiss me good morning when I wake up."

I told her the house rule, which Roxanne also has to follow.
I pulled Sherry into an embrace.
She is so petite it feels like she might break.

I can't hold out any longer.
My endurance is at it's limits.

We kissed.

"Ah…"

As I kissed Sherry, Roxanne let out a small voice.
Just barely loud enough to hear.
A very small quiet voice.
It seems slightly sad.

It’s a scream.
It must be a scream.
Even though she doesn’t look gloomy, I can understand it from that voice.

Roxanne wants her “turn”.
That seems to be it.

There’s another person with her Master.
Roxanne was first for everything before Sherry came.
First when serving meals, and first washing in the bathroom.

Of course that was the same with the good night kiss.
I should have kissed Roxanne before Sherry.

Damn.
I’ve stepped on a land mine.
I’ve stomped on Roxanne’s honor.

Bad.
Very bad.
Even I think it’s bad.
I’m bad because I’ve done something so thoughtless.

After kissing Sherry, I don’t understand the sensations.
I don’t understand the taste, I don’t understand the softness.
The sole saving thing is that I didn’t use my tongue.

What should I do?
How do I do this?

Think.
I need to think of something.
Don’t just act, think!

“Ah, since this is a good night kiss, I’m saving the best, Roxanne for last.”

This. Just this.
I figured out an excuse.
I forcefully rationalized it.
Somehow I found a fix for it.

“Yes, Master.”

Roxanne’s cheerful voice had changed drastically.
Safe.
I’m safe!
I’ve avoided the death sentence!

I sprawled down on the bed.
The news paper in my head has a headline saying I’m innocent.
Thank you.
The false accusation has been cleared.

I embraced Roxanne to my side.
Let’s show something amazing.
I suck on Roxanne’s lips relentlessly.

Revenge.
The fires of revenge burn brightly in my heart.
According to the “turn”, will this satisfy Roxanne?

Revenge has been achieved, and I lay exhausted on the bed.
I lay there comfortably and fatigued.
My mind doesn’t want to do anything now.

I take a deep breath.
As I catch my breath I think of what should be done.
TN: Some time later…
色魔 Lv1
Sex Maniac Lv1
Effects: Small intellect increase, small MP increase, increased energy, abstinence attack.

What?
There it is.
A new job has been acquired.

Well, I had that kind of feeling.
This is expected if I do it so much.

What was the condition for getting this job?
Is it to have sex with two or more of the opposite sex?
Is it to have sex with two or more of the opposite sex at the same

time?
Or…

I think about the intense actions from earlier.
Well, I have an idea of the conditions.

Maybe I got a little too into it?
Did I get excited more than normal?
Intensity and endurance, maybe that's it.

It should be alright since there were two partners.
I didn't put much strain on Sherry since it was her first time.
It might have been a bit more serious with Roxanne though.

Well, it seems I fall into the human category.
The human racial job is really Sex Maniac.
Humans might be horrible.

Two small increases and a medium increase is equivalent to Roxanne's Beast Soldier.
That might be a characteristic of a racial job.

Sex Maniac's spirit, intellect and MP increases will be useful as a supporting job for Wizard.
It wouldn't be good on it's own, but it should be quite useful for me.

"Master, she seems to be resting."

While quietly thinking, I heard Roxanne's voice.
She's not asleep.
Roxanne smoothed out my sweaty hair.

"Looks like it."
"That was intense."

Since I was lost in thought, I hadn't noticed.
As I spoke to Roxanne, I moved Sherry aside.
Since she is small, she isn't heavy at all.

"Was it alright?"
"Yes. With Sherry here today I was more enthusiastic than normal. I wasn't sure what to expect, if I'd like it, but it's good that Sherry

came.”

Roxanne seems to have been a bit anxious about it.
I thank Roxanne in my heart.
I’m glad that I love Roxanne for being Roxanne.

“Things are fine?”
“Yes, Master is a good Master and even now didn’t overdo it with Sherry.”

I wanted to try out the increased energy and skill from the Sex Maniac job, but it doesn’t seem like the time for it.

“Thank you.”
“Thank you too.”

The conversation felt like a lullaby, and my consciousness slipped away.

Chapter 52 - Never give up

When I wake up, I was hugging Roxanne like a pillow.

Our legs entwined. My hands around Roxanne's back.

Waking up so early in the morning with beautiful women on both sides is really pleasant.

My mornings have never been so pleasant before.

Lying like this between the two, I can't move.

Both my hands and feet are completely clinging to Roxanne.

Have I really been longing for Roxanne's back hair so much?

I wonder if Sherry is too small to be a body pillow.

Roxanne's breasts are supple as ever.

Because I'm hugging her from front, I can savor this suppleness to my heart's content.

I tighten my embrace a little to test it out.

Having gotten squeezed a little, they spring back out with incredible force.

This is irresistible.

"N~"

While I was having fun with her breasts, Roxanne kisses me.

This is bad.

It seems she's up.

I'm totally busted.

"Good morning, master."

“G-Good morning.”

I greet her back in a constrained voice.

“Ah, good morning.”

Sherry too seems to be up.

For she greets from behind me.

Feeling guilty, I take my arms away from around Roxanne, turn around, and embrace Sherry.

“Good morning to you too, Sherry.”

I say that and place my lips on hers.

Sherry is still clumsy at kissing.

So it’s difficult to kiss her.

But I have come to love it somehow.

Although it feels a lot better how actively Roxanne responds to my kiss, it’s wrong to compare them, I think.

Sherry will get accustomed to it over time.

I can’t help but seek Roxanne’s lips again when I was changing into my clothes.

Roxanne’s tongue entwines with mine.

Our tongues entwined. Lips wriggling. Mouths slurping.

Because Roxanne said she loves it, there shouldn’t be any problem.

Because I haven’t selected Sex Maniac job yet, it shouldn’t be Enhanced Vigor skill at work.

Kaga Michio Male 17 years old

Explorer Lv33 Hero Lv30 Wizard Lv32 Monk Lv 31 Alchemist Lv 17

Equipment: Wand Leather Cap Hide Armor Hide Gloves

Leather Boots

Roxanne Female 16 years old

Beast Warrior Lv19

Equipment: Scimitar Wooden Shield Hide Cap Hide Jacket Hide Gloves Hide Boots

Sherry Female 16 years old

Villager Lv3

Equipment: Hammer Hide Cap Hide Jacket Hide Mitten Sandal Boots

We check our stuff and get ready to go.

The more jobs I get, the more jobs I want to select.

Because Party Formation skill is necessary, I can not cancel Explorer job.

Effects of Hero and Wizard jobs are too great to cancel.

Taking emergency situations into consideration, I can not cancel Monk job either.

Now it all comes down to Alchemist, Cook and Sex Maniac. I can't decide on one.

Other people can pick only one job at a time. Luxury of choice can be problematic sometimes.

Human greed knows no bounds after all.

By the way, it seems party will dissolve automatically, if I cancel Explorer job.

Also, to make use of Item Box skill of Cook job, Explorer job can alternatively be entrusted to another member of the party.

"All ready."

"Let's go then."

Sherry reports and we Warp to the labyrinth.

Early morning. Vale town labyrinth floor 2.

“Master, why here?”

“Vale town labyrinth floor 2 is perfect for Sherry’s first time in our party.”

Roxanne can tell from the smell that it’s not Quratar town labyrinth floor 7

I shortly explain it to ease her doubts.

“I see. I understand.”

“First, I want to see Sherry’s fighting style. I will weaken the monsters with my magic, then Sherry will attack and finish off what’s left.”

“Y-Yes.”

“Roxanne will take the frontline and hold the monsters back.”

“Very well.”

I open up bonus points distribution interface, and allocate half of the points to Intelligence to be able to kill Lv2 monsters in one magic attack.

Surviving monsters shall be left for Sherry.

Sherry swings her hammer.

And hits a Green Caterpillar Lv2 in its guts.

That must have been quite an impact.

Enraged, the monster launches a counterattack. Roxanne easily sidesteps.

For Roxanne, dodging that was a piece of cake.

Sherry takes that opportunity to strike it with her hammer.

Good team work.

With that, Sherry takes out the monster.

“Oh well, that was no good.”

I immediately open up party job settings interface, but Master Smith job was not there.

So taking them out with hammer is not the condition.

Or perhaps it also needs Villager Lv5?

“Was it not good enough?”

“Ah, no, Sherry did well. Next time, please use this spear.”

Oops, a slip of tongue.

It was not completely in vain, I think.

After that, we tried copper spear, copper sword, and bare-handed attacks, but nothing resulted in a new job.

Most probably, Villager Lv5 is another condition for Swordsman and Monk.

To ascertain it, we will have to wait for Villager job to level up.

“Uh!”

As expected, Sherry is taking hits from monsters when she takes them on bare-handed.

It can’t be helped. I too received hits from monsters when I was fighting bare-handed.

But it’s not to the extent of causing concern, for Roxanne is engaging them from the front.

“How are the monster attacks? Is their level too high?”

I ask Sherry while healing her injuries.

“I-Is this Recovery magic?”

“That is so.”

“Like I thought, multiple jobs… Ah, no. One or two attacks of this extent are not a problem.”

Sherry answers me while fighting.

Even under attack, she looks composed.

To get Recovery magic, you have to understand pain, you have to receive damage.

It seems safe now to proceed.

Next, it will be I to take them out with hammer.

By acquiring a job from taking a monster out with hammer, it can be ascertained whether or not taking a monster out with hammer is the condition to acquire Master Smith job.

I raise my hammer up high and crash it down hard on a Green Caterpillar Lv2.

“Unfortunately, I’m not as skillful.”

“To swing that, it would be better to use centrifugal force more.”

Hammer is more difficult for me to use than swords because I’m not used to it.

Because it’s centre of gravity is located at the farther end, you use its weight to strike.

Each weapon has its own qualities.

The monster is somehow dead, and I immediately check out my jobs.

A moment of anxiety. Anxiety of anticipation.

However, there is no new job.

I use spear next but the result remains same.

“What do I do now?”

“No, I have to keep trying.”

I now have Roxanne use spear and hammer to see if she gets a new job.

I use wand now to take out monsters, but nothing. That’s right, not all weapons have related jobs, it seems.

Or probably the conditions to acquire them are not yet met?

In the end, we were not able to acquire any new job, including Master Smith.

“Getting used to it is not difficult, but strength is necessary to wield it. I still like swords better, however.”

Roxanne comments as she takes out a monster with hammer.

Hammer seems to be exclusive to Sherry here.

Although she looks like she can use spear, I decide against it, for Roxanne is our vanguard. She confronts monsters from close distance, while spear needs you to maintain some distance.

Roxanne should continue to be our vanguard.

Having tried various things out, we move to Quratar town labyrinth to go further up the floors.

Sherry was not able to try out Kobolds on Vale town labyrinth floor 3, but it can’t be helped.

Even if we go up to higher floors, Sherry can fight the monsters without any difficulty.

Sherry might be small and cute, but when she is in battle, she looks dignified.

She might not be at Roxanne’s level, but she is closer to me.

In the world of Rakugo, I’m a Rakugo artist who fortunately got better plot, and now I’m competing with top Rakugo artists who got better skills than me. Take the plot away from me, and I’m hardly competing with those below me. (TL: Rakugo is traditional comic

storytelling in Japan.)

If I think about it, Sherry and I are probably competing with each other.

“Uh!”

We come across a group of 3 monsters on floor 5. Sherry receives an attack from a monster.

Facing a group of 3, I too receive attacks.

“Are you alright?”

“I’m fine. I have fought on floor 8 before. Floor 5 should not be a problem.”

I ask while healing her injuries. Sherry firmly replies.

“No, equipment and party members among other things are different this time. It’s better to use zero-based approach. Also, monsters attack aggressively every so often.”

“Thank you. Still, I’ll be fine.”

Real cause of my concern is the fact that I have leveled her down from Explorer Lv10 to Villager Lv3.

I have yet to tell her about her job change.

I had no choice but to postpone this.

With time, when Sherry comes to trust me more, she might accept her job change.

“I hope you will be.”

When I look at Roxanne for her opinion, she nods reassuringly.

Although I’m not completely free of my worries, it seems fine for now.

We move to floor 6.

To test Sex Maniac job, I add one more job slot to make it 6 jobs.

Because it’s scary to suddenly go fight without Plating.

“Continuing on from where I left off last night, let’s see what kind of skill this Sex Maniac job has.”

“Sherry, do you know about it?”

Because it appears awkward to ask only Sherry about such a thing, I turn to Roxanne, who simply shrugs.

‘Why are you asking me?’ kind of expression.

Okay, from now on, I will direct all my questions to Sherry.

“I don’t know either. This job is not openly known, so not many rumors about it are passed around.”

Yeah, it would be terrible to talk about such a thing.

Even if you successfully get Sex Maniac job, you won’t talk to your parents and siblings about it with your chest puffed with pride.

And on top of that, the condition for acquiring it.

Sex Maniac Lv1

Effects: Medium Increase in Spirit Small Increase in Intelligence Small Increase in MP

Skills: Enhanced Vigor Celibacy Strike

Presumably, Enhanced Vigor is a passive skill and Celibacy Strike is an active skill.

Having selected Sex Maniac job, what I’m afraid of is getting turned on indiscriminately by anyone.

However, if it’s Roxanne, I would obviously not mind doing this and that.

It won’t be out of norm.

You can’t live long with Sex Maniac job, when you’re in heat all the time.

But there's always prison.

So it's probably gonna be alright.

Actually it might be possible to live in confinement.

In the whole town, I haven't seen a single human with Sex Maniac job.

So it is indeed not a job that's publicly known.

I try to test out Celibacy Strike.

Roxanne finds a Mino Lv6 as I take Durandal out.

Calling for Celibacy Strike in my mind, I slash at the Mino.

Relying on an attack I'm using for the first time, I hit that Mino Lv6.

What's this?

Weak!

So weak!

Pathetically slow attack!

Perhaps Celibacy Strike is not an active skill, considering how weak that attack was? An active skill has to be better than that.

Is Celibacy Strike only for celibates to use?

That's not fair!

Once again. This time I try normal attack.

The monster was still not down.

It takes two normal attacks of Durandal to take out monsters of floor 6.

Because my first strike was so weak, the monster was still not down after taking second attack.

Celibacy Strike is weaker than even a normal attack, it seems.

If you use a powerful skill, it might even be possible to one-hit monsters of floor 6. To think I added one more job slot and increased my jobs to 6 only to test out Sex Maniac job — Aweful.

Perhaps there are conditions of its use?

Perhaps you have to make a live sacrifice on 7th day every month to make it work?

I'll try Celibacy Strike one more time. If it's same as last time, it really is a pathetic skill.

I take my stance in the mean time.

For now, I'll use a normal attack of Durandal to finish this Mino off.

The monster falls, turns into smoke, and disappears.

Leaving pelt behind.

"Come to think of it, Sherry must have picked up pelt before."

I ask Sherry casually when I see pelt.

"I did not. In the labyrinth I entered before, Mino is a monster that appears on higher floors."

Oh, that was unexpected.

Earlier, by picking up leaf – raw material used in making poison antidote pill – I acquired Herbalist job, which can produce poison antidote pills.

Perhaps Master Smith job can be acquired by picking up raw materials used in making equipment?

"Please pick it up."

"Yes."

Nervously, I take a peek at Roxanne's face for her expression.

She might get angry for not asking her.

Well, it's not like there's a change in practice.

Until now, she has never picked up dropped items, nor she expressly asked for it.

I have all the dropped items in my Item Box.

When master and slave both have Item Box, it's normal for master to use his Item Box.

It's alright to use backpack though. Unlike Item Box, items can not be misappropriated from backpack.

If Sherry were to use her Item Box, she would find out that she's not an Explorer.

I receive pelt from Sherry, put away my Durandal, and open up party job settings interface to check Sherry's jobs out.

No luck.

Picking up pelt does not seem to be the condition for acquiring Master Smith job.

Picking up pelt is not recognized as an ability, it seems, unlike picking up medicinal plants.

"I haven't sold any pelt I got so far. Let's have someone make better equipment out of it later on."

"Umm… I'm sorry. If that's the case, I had a Master Smith teacher."

I say that casually, but Sherry apologizes to me.

No, no, I didn't mean it like that.

But it can be interpreted as such.

I can't be careless about what I say.

It seems people who stand above others have limitations of their own.

"Speaking of which, there is an exception to the condition that you must not be over Lv10 Explorer to become a Master Smith. What is that exception?"

I try to gloss over what I said before.

“The Temple of Elen.”

“Elen?”

“Unlike guilds, that only assign corresponding jobs, the Temple of Elen can assign any job by way of oracle. The job is one in which the person is most apt at.”

Roxanne explains.

In this world, if you need to change your job, you have to visit guilds or the Temple. In a guild, you can change your job only to the profession that the guild belongs to.

Merchant guild for Merchant job, Explorer guild for Explorer job, and so on.

In the Temple, however, you can change to a random job.

“I see. Thank you.”

No, not random. The job a person is assigned is based largely on merit.

My question is, can I only change to a job I have already acquired? or I can be assigned a job I haven’t acquired yet?

Guilds can only change to those jobs that have already been acquired. Is the Temple of Elen the same?

“The first emperor’s job, Hero, was assigned by the Temple of Elen.”

“Well, did the first emperor save some village from bandit attack at some point?”

“Yes, the first emperor’s first battle was to suppress bandits.”

Affirms Sherry.

Bingo!

Getting rid of thieves is the condition for obtaining Hero job.

It’s possible that it only needs you to repel them, not kill.

It was first battle for me as well.

In this world, you first undertake training by killing monsters, before attacking thieves. It is quite rare to go and attack thieves without any prior training.

For this reason, Hero job is extremely rare.

The first emperor, whose first battle was to suppress thieves, acquired Hero job.

It was not the Temple of Elen that assigned Hero job to the first emperor. The Temple of Elen only changed the job to one that the first emperor had already acquired.

Even if I take Sherry to the Temple of Elen, it is highly unlikely for her to get assigned Master Smith job, because she hasn’t acquired it yet.

“Would Sherry be happy if she becomes Master Smith?”

“N-No.”

“Is that so?”

I don’t think it is so.

Sherry is looking at the ground.

And then, she somehow manages to get these words out of her mouth.

“Because I have already given up.”

Don’t give up! You… Don’t you give up!

Chapter 53 - Wipe Out

Apparently, Sherry has given up on becoming Master Smith.
I need to somehow raise her spirit. What should I do?

“Even if I become a Master Smith, it will only add to your troubles now that I’m already a slave.”

Huh? What was that about?
So a slave becoming a Master Smith is considered troublesome?
And because I’m pushing her to acquire Master Smith job, I might end up looking suspicious.

“Come on, don’t worry. I’ll manage it somehow, if it comes to that.”

So don’t say something like that.
Sherry is worried about causing trouble to me, if she becomes a Master Smith.
So I can’t be selfish now. I must not push it any further.

“If master says it’ll be alright, it’ll be alright. There won’t be any problem.”
“Okay.”

Roxanne tries to encourage her as well.
I wonder where this faith of hers is coming from.
But that’s right, I will certainly take care of it.

“Well then, let’s get done with floor 6 and move on to floor 7. I’ll be wiping out the monsters. Sherry will not take part in the attack. You will coordinate with Roxanne, and focus on defending and dodging.”

Monsters on floor 6 can not be killed in one blow by a Villager Lv4.
Having confirmed that, we proceed to floor 7.
Because we have been going to floor 7 as of late, we have the floor map with us.

I open up bonus points distribution interface, and allocate points toward increasing Gained Experience option.
Increased experience is equally distributed among all party members.
It'll help Sherry in leveling up quickly.
At the same time, I lower Crystallization Speed option. Quick earning is not our objective for now.

Required Experience 1/10th 31 points, Gained Experience 20x 63 points, Crystallization Speed 16x 15 points, 5th Job 15 points , Incantation Omission 3 points, MP Recovery Speed, Appraisal, Job Settings, Character Reset 4 points. Total 131 points.

I reduce jobs back to 5, and cancel Sex Maniac.
Although I want to select Cook job, for the monsters here on floor 7 of Quratar town labyrinth being Slow Rabbits, Plating of Alchemist is indispensable.

"Sherry, approach from near the wall."
"Okay."

Coordinating with each other, Roxanne and Sherry proceed per map.
Three monsters appear. Roxanne takes on two of them while Sherry takes on one.
There's nothing for me to do here.
However, because there are monster groups of four on floor 8, we can't move on further up for now.

Against lone monsters or groups of two, Roxanne engages them from the front while Sherry attacks them from the side.
Although spear would be better for situations such as this, it is difficult to change the weapon one is used to, so she's still sticking to using hammer.

"I'm getting used to it somewhat."
"Yes, the more we spend time cooperating, the better it will get. I look forward to it, Sherry."

“I should be the one saying that. I look forward to it.”

Actually, it’s more comfortable being rearguard compared to vanguard.
Because vanguard has to slash, stab, and hit from the front.
The workload of both is uneven. Vanguard’s is more.

Every mistake is painful, for you receive enemy’s attack.
If you’re not skilled enough, you might even die.
There’s an enormous pressure from the responsibility of guarding the party.
Being vanguard is really difficult.

Rearguard is not burdened with all that.
If I’m in the rear, and there’s no danger of getting completely wiped out, I might even go to the top floor of the labyrinth.
But there might be a strong monster there that attacks entire party at the same time with its magic.

If I go to buy a slave vanguard, even the Slave Merchant would be reluctant, for its scary capturing one.
No matter how much I’m grateful to Roxanne, it’s not enough.

“Roxanne, thank you so much.”
“Yes…?”
“By the way, does Sherry know about various types of magic?”

Turning away from Roxanne, who is still confused, I ask Sherry.

“I don’t know the details of Wizard job, but there are three standard types of magic. Area of Effect attack magic, single target attack magic, and defence magic.”

Storm, Ball, and Wall are three different types of magic.
So I couldn’t cast fourth type of magic because there wasn’t any?

“Master, the sun will be up soon.”

After Roxanne says that, we continue with the exploration.
Roxanne's body clock is pretty accurate.
Because I have been dependent on clocks all my life, I lose track of it many a time.
Especially when exploring floors, like now.

Status of early morning exploration so far.
I open up party job settings interface, and check Sherry's jobs out.

Villager Lv5, Explorer Lv10, Herbalist Lv1, Warrior Lv1, Merchant Lv1, Shrine Maiden Lv1, Swordsman Lv1, Monk lv1 (TL: I wanted to use Shaman instead of Shrine Maiden, but it would be mentioned later in the chapter that this job is female-only, so I went with Shrine Maiden.)

Villager job is up to Lv5 now.
But there's still no Master Smith job.
Was Villager Lv5 not one of the conditions?
But for Warrior and other jobs, Villager Lv5 was the condition, it seems.

"What? There's such a job as Shrine Maiden?"

Oops.
I inadvertently say it out loud.

"…"

Sherry looks at me somewhat sad.
Roxanne's expression was contrastingly warm.
What? Am I a pitiable child now?

Damn it! Not again.
Not the same mistake again.
To people around me, I might look like some crazy guy saying weird things.

Without any delay, I call for Warp in my mind, and escape to

Adventurer Guild of Quratar town.
Because we need to buy bread for breakfast, I didn't warp directly to our home.

"Sherry, has your hair always been like that?"

We return home and take our equipment off.
When Sherry takes her cap off, her hair was strangely soft.
It look more fluffy now.
It look light.

"That's right, it seems to be more in volume than yesterday."

Roxanne's hand reaches out for Sherry's hair.

"Is that so?"
"Ah, it's so soft."
"Thank you."
"Master, it's so soft."

I noticed it when I washed her hair last night.

"Can I touch it?"
"Yes, please."

Having received Sherry's acknowledgment, I first caress Roxanne's head gently.
I don't want to make same mistake a second time.
Order is absolute.

"Ah~"

When I place my hand on Roxanne's head, she gets bashfully delighted.
Cute.
Touching Roxanne feels so good.
Perks of living in this world.

While my right hand is caressing Roxanne's head, I place my left hand on Sherry's head.
So fluffy.

"Oh, it really is soft. Your hair is so good."
"Th-Thank you."

Last night, it felt more stiff.
I wonder if it became light after having been washed last night.
If so, how long has she been amassing dust in her hair?
Perhaps she never washed her head since she was born.

Now that I think about it, Roxanne's ears feel more fluffy puffy as well.
Before breakfast, I took my time playing with Roxanne's ears and Sherry's hair.

"By the way, is there any job called Shrine Maiden?"

During breakfast, I bring up the topic of Shrine Maiden.
It should be fine now to talk about it.

"…"

Although I thought it was fine to talk about it, Sherry is looking down with a sad expression on her face.

"Ah, no, I suddenly remembered something from a while back."
"What I said back in the labyrinth?"
"No, no. It's different."
"…"
"No, no, no."

Even going to the extent of reacting like that?

"Because I failed to become a Master Smith, I wanted to be a Shrine Maiden. But…"

Sherry tells us in a low voice.
She is still looking down.

I get it now.
I get what you want to say.

She didn't have Shrine Maiden job until a while ago.
So she can't expect herself to be a Shrine Maiden.
Because she couldn't become a Master Smith, she wanted to be a Shrine Maiden. But she failed even at that.
The shock would indeed be great.
To apply for a university twice, and fail both times.

"Oh, come on, there's no need to be so sad."

Most probably her Villager level was not enough at that time.

"Yes. Because I can work as an Explorer, it's alright."

Sherry says that and lifts her head up.
Actually, she's not even an Explorer right now.
But this positivity is much appreciated.

Shrine Maiden Lv1
Effects: Small Increase in MPSlight Increase in Intelligence
Skill: Group Healing

"Hmm? This shrine maiden skill-"
"…"
"…Do you know about it?"

Oh shit!
I almost stepped on a landmine again.
Anyway, talking about Shrine Maiden skill.
It's not ordinary Healing, but Group Healing.
A Shrine Maiden can heal entire party.

"Recovery magic."

“So it’s female version of Monk.”

From the sound of it, Shrine Maiden is a female-only job.
Actually, it would be funny if men could become Shrine Maiden.

“Male version of Shrine Maiden is Priest.”

Now that I think about it, Roxanne has Monk job, even though she’s a female.
Sherry has both Monk and Shrine Maiden jobs.

So a Priest can heal whole party while a Monk can heal only an individual.
However, healing an entire party should require considerable expenditure of MP. Full recovery of MP should be slow, which might be a downside of this job.
Currently, there’s no monster that uses Area of Effect attacks, so Monk should be enough.

“How can a male become a Priest, and a female become a Shrine Maiden?”
“By severing ties. I-I couldnt.”

Indeed.

“Lets me guess… to get something you desire, let go of something you have.”
“I went to Holy Orders Guild. Then I traveled to sacred grounds to undertake isolation training of striking through waterfall.”
“Striking through waterfall?”
“It is believed that when you strike through waterfall, your body and soul unify. In that moment of unification, appears a momentary flash of enlightenment. In order to gain enlightenment, I traveled all the way to the waterfall in sacred grounds, but…”

Sherry averts her eyes.
No, she did gain enlightenment, for she has Shrine Maiden job now.

“But it’s alright. I have heard that only half of the applicants succeed in becoming Shrine Maiden. Even if I’m not a Shrine Maiden, there shouldn’t be any problem in exploring labyrinth.”
“Of course, there’s no problem.”
“Okay.”

Roxanne is comforting her as well.

“Still, they should mention at the time of application that you have to be Villager Lv5 or above.”
“Yes?”
“No, nothing.”

Even if you travel all the way to the waterfall. Even if you undertake isolation training. Even if you unify your body and soul, and gain enlightenment. If you’re not Villager Lv5, you won’t be able to acquire Shrine Maiden job.
The tragedy like Sherry’s can be avoided, if they apply condition of Villager Lv5 or above at the time of application.

“…”
“Master, you might not know because you’re an Explorer, but there’s no such thing as level in other jobs, unlike Explorer.”

Because Sherry fell silent, seemingly troubled, Roxanne explains to me.

“Eh? Is that so?”
“Yes.”
“The more experience an Explorer gains, the bigger his Item Box gets. That indicates his level. However, there’s no such indicator for other jobs, not to mention Villager.”

In my case, when I started in the village, I was Villager Lv1.
Now that I think about it, the only way of knowing level is through using Appraisal and Job Settings.
That, however, is not accessible to other people.
Even Intelligence Card mentions only first job. There’s no indication

of level on it.
In this world, level is an unknown.

“I see. So it was like that.”
“I-It’s alright. Even though master didn’t know that, he did great in the labyrinth, so there’s no problem.”
“Exactly, there’s no problem at all.”

I’m being cheered up. Strange indeed.
I hadn’t heard much about things like level from other people, but I didn’t feel anything out of place.
I never imagined it to be like that.

“Master will remain master, even if you don’t know a thing or two.”
“Even if a great scholar were to live a few years in a cask, there would be some things he wouldn’t know when he comes out.”

How can this be considered cheering up?

“W-Well then, let’s continue with exploration of floor 7 of the labyrinth after this.”

Damn it!
Are they disappointed that their master is a child at mind?

Exploration of floor 7 of Vale town labyrinth proceeded smoothly.
Because we are still not confident, albeit subconsciously, we are still not moving on to floor 8.
After spending all morning in exploration of floor 7, the first thing we do in the afternoon is arrive at the boss room.

Because Sherry planned to go shopping in the afternoon, to buy some stuff for her personal use, we had to speed up our exploration.
If we clear floor 7 now, we will move on to floor 8 tomorrow morning.

There are several people waiting next to the boss room.
A party seems to be in the middle of the battle.

Although there are relatively less people in Vale town labyrinth, it doesn't mean there are no people at all.
The boss battle is taking long.
Because it's daytime, there are many people, it seems.

Next to the boss room, there are six people in waiting. All men. Are they all one party?

I try to judge them from the look in their eyes.
Their eyes were clearly on Roxanne.
Filled with obvious, lecherous look.

Th-These guys!
Should I turn them all into Durandal's rust at this very spot?

But before it could happen, the ongoing boss battle finishes.
The door to the boss room opens.
After having one last, long look at Roxanne, those men enter the boss room.

"Bastards!"
"They were all one party after all."

Sherry and I both are feeling disgusted.

Not just Roxanne, they were also staring at Sherry's chest.
I assure you, I won't let it go just like that.

"Such filthy looking eyes."

Roxanne finally speaks.
Of course, it's not possible for her to not notice it.
But then, does she also notice the look in my eyes?

"Never mind."
"Okay."

Putting Durandal away, I take Recovery Pills out, and pass on to

Roxanne and Sherry for emergency situations.
Also, I give a Copper Spear to Sherry.

“It would be better to use spear this time.”
“Umm… is this for boss battle?”
“It indeed is.”
“This floor’s boss is Pan, a boss level Escape Goat. Pan is a magic using half-human half-goat. Its magic is considerably strong. Roxanne-san should attack it from close range, and dodge its attacks. Its weakness is its head. It’s considered fairly strong within lower floors. Previous party must have had skill type weapons too, I believe. Normally, it’s better to use skill type weapons with Incantation Delay skill when fighting against Pan.”

Sherry lectures me and I nod.

I see.
It’s effective to gather information before fighting a monster.
It really helps.
Although the floor they appear on may differ from one labyrinth to another, same monsters appear in different labyrinths. So it’s easy to gather information on monsters, even if the labyrinth is relatively new.

However, we never gathered any information on monsters.

Oh well, it can’t be helped.
Because I don’t want to disclose any information to others.
If you use radar to trace enemy, the enemy can use that to trace back your position.
When you can’t tell your left from your right, it’s useless to know what’s on your right.

“It’s great that you know about monsters. I knew Sherry would be a great help.”
“Th-Thank you.”
“I’ll be relying on you, please take care of me.”

I'll ask Sherry to collect information from now on. It seems quite useful.

"Yes."
"It's alright though, because we have a weapon with Incantation Interruption skill."

I show her Durandal.

"Didn't this sword have MP Absorption skill?"
"It has Incantation Interruption skill too."
"…"

I withdraw it while answering.
Sherry first looks at me, then looks at the sword, frightened.

Her gaze intensifies.
I'm afraid it might become a habit.

"I-Is there something wrong?"
"Umm… I know it's not impossible for a weapon to have multiple skills attached, but to see one in real, that's…"
"Is it rare?"
"When fusion of a monster card with a normal weapon fails, the weapon disintegrates into raw materials. However, when fusion of a monster card with a skill type weapon fails, previously fused monster card is completely lost."

If fusing a monster card with a weapon that already has a skill attached to it fails, the card that was first fused with the weapon is lost, and the weapon disintegrates into raw materials.

Fusion of a monster card with a weapon results mostly in failure.
And if you successfully attach a skill to your weapon, you will not take an even bigger risk for a second skill.
Therefore, not many people try to get more than one skills.

Such a risk can only be assumed by a great challenger, who can

afford such a big loss.
If you try otherwise, you're an utter fool.
Her eyes carry such kind of expression
Because I would try it, if there's a Master Smith who is acquainted with Sherry, who can be trusted.

"Oh, the door is open now. Let's go."

Because the door to the boss room has finally opened, I decide to escape from this situation.
This is first time someone is escaping to the boss room.
I'm sure no one will experience such a thing.

"Very well."
"Okay."

With the door now open, I rush into the boss room.

"Woah!"

When I'm in, I let out a surprised voice.
Equipment are scattered all around in the boss room.
On one side, there are swords and armors piled up on the ground.
There are gauntlets and boots too, about 20 pairs.

In the middle of that pile of equipment is someone, looking not much different from a beast, standing on two feet, just like a human.
A human?

It glances our way and scowls at us.
It looks like a human wearing a mask. An eerie face.
With two ominous horns growing on its head.

Pan Lv7

Half-human half-beast. A monster with legs and horns of a goat.

The boss moves out of the pile, and the equipment around it roll away.

It means the party that went in before us has been completely wiped out by the boss.

Chapter 54 - Beast Attack.

Equipment was scattered all over the boss room on Vale Labyrinths seventh floor.
This probably means that the parties who wore this equipment have been wiped out.

Were those men who had been indecently looking at Roxanne annihilated?
You could say they got divine punishment for their actions.

“Roxanne take the front. Sherry move the equipment out of the way.”
“Yes.”

The fight has already begun.
I can’t get too distracted focusing on the area.
I give some quick instructions.

I push the thoughts about the men who died here into the back of my mind.
It’s not something I need to worry about anyway.

It’s understandable that someone would die on the battlefield if their thoughts were too focused on the opposite sex.
Even I make an effort while I’m in the Labyrinth to not focus too much on Roxanne’s chest.
A very serious effort.

For now, it won’t be easy to fight with equipment lying around our feet.
Something needs to be done about it.
It’s likely that someone would trip at a crucial time.

I move around to the demons side & kick a gauntlet and some boots towards the wall as I move.
Roxanne takes up a position in front of the demon.
Sherry moves a sword that belonged to the previous party towards the wall.
There’s some dangerous things lying around.

A red magic formation appears at Pan's feet.
It happened immediately?
According to Sherry, Pan uses some strong magic.

I raise Durandal and jump at the demons chest.
One cut from it's upper right.
From the half-man's shoulder to it's waist in an exaggerated strike.

"That? A single strike?"

Pan collapsed after being struck by Durandal.
The demon just fell down.

"It seems so."

The half-man, half goat becomes smoke and disappears.
It seems it really was a single blow.
Huh?
Weak.
No matter what, there's no way I would have thought it would be weaker than an escape goat.

Goat Meat.

It dropped Goat Meat.
Is that really the dropped item of a half-man?
The reality of it doesn't make much sense.
We got an ingredient for dinner.

"It seems to have annihilated the previous party. Maybe it's physical strength was worn down by them."

Sherry brings over the sword that belonged to the previous party.
Pan didn't appear after we entered the boss room. He was already there.
It seems if the previous party is annihilated, the boss fight continues.
It doesn't start from scratch.
Damage suffered from the previous party is still there.

"Hmm, so that's how it is."
"It seems that indecent party was wiped out."

Roxanne mutters with hostility.
Sherry mutters “people who judge someone from the size of their chest should die”, but I want to pretend I didn’t hear it.
Because it’s scary.
I took the sword.

Bronze sword of Obstruction. Two-handed. Skill: Incantation delay.

“They even went to the trouble of preparing a weapon with [Incantation Delay].”
“You can tell just by looking at it?”

Sherry looks up at me.

“Well…”
“Oh, did you possibly use [Weapon Analyze] without the incantation?”

I was going to proudly confirm it, but the gaze goes away.
Sure I have the weapon merchant job, but…
Aren’t you surprised anymore?
Damn.

“As expected of Master.”

Yes.
Roxanne is my oasis.
A man needs a little admiration.

“If we attack with weapons that have [incantation delay] then enemies magic will be delayed.”
“Yes, but weren’t you able to cancel it?”

Sherry takes the Bronze Sword of Obstruction again.
There are five Bronze Swords of Obstruction.
There’s also another Wand.
Was one of the six a monk or a priest? Or maybe a wizard?
I forgot to use [Analyze] because I got angry at the looks they gave Roxanne.

“Wasn’t five people enough?”
“I don’t know.”

They got it to the stage where I could defeat it with Durandal in a single blow.
Things probably went well for the first half.

Was there an accident? Couldn't five people finish it without having Pan's magic go off?
With five people attacking in succession, wouldn't it have been fine?
When one person was defeated things probably became chaotic.

I became a little sad imagining it.

"When you rely on information and strategy too much, things can collapse if one piece doesn't fall into place. It is important to steadily increase in ability."
"Yes. I'll do my best, Master."

I don't need to say it to Roxanne.

"That might be so."

The top-heavy person nods as well.

"Do remains disappear?"
"People defeated by the labyrinth are absorbed and digested quickly."

After the sword, Sherry brings the gauntlet I kicked about.
It's what I expect from a Labyrinth that lures in people as food.

"Equipment can't be digested?"
"It's a foreign substance to the Labyrinth."
"Is that so."
"It would get vomited out sooner or later."

That reminds me, the equipment of dead people become treasure chests.
It's definitely a foreign substance if it gets vomited out later as a treasure chest.

"I see."
"Since it's a foreign substance, it can take a while to absorb."

Since it takes a while, that means that the next party against the

boss can pick it up?

“Wearing too much equipment from dead people doesn’t seem like a good idea though.”

The previous party had mainly focused on weapons with skills, so there isn’t really any better armor.
At the most there is leather gloves and shoes.

“The equipment from the defeated party goes to the next party. I’ll give it all some maintenance when we get home so it will be fine.”

Roxanne is always persistent about maintenance.
Are you fine now that Roxanne has said it will be alright?

There are several leather armors amongst the protective gear, but I’m the only one who wears that.

“What is it?”
“Is selling it the only thing we can do with the leather armor”

I didn’t say anything.
I don’t think I said anything.
I was just staring at the leather armor.
“Very small.” mutters Sherry with her paranoid complex.

There were also six magic crystals.
One was red, one was blue, and the rest are purple.
They don’t seem to have defeated many demons.
I put all the equipment into my item box and we leave the boss room.

“We started that fight half way, do we need to fight it again?”
“I think we could use the experience.”
“I think so too, I would like to fight it again to learn Pan’s attack patterns.”

I said too much, so I was roped into it.
It’s not possible to walk straight back into the boss room, so after exiting to the 8th floor, I use [Dungeon walk] to return to one of the small rooms on the 7th floor.
It seems I can’t go straight to the boss’s waiting room.
I have a feeling that [Warp] could go there, but it would be bad if

someone was there & saw.

“Aside from that magic attack, Pan didn’t seem to have any weapons. I’d like to try using my skill. Is that alright Master?”

Roxanne asks before entering the boss room.
Was a beast warriors skill beast attack?

I always have Roxanne take the front when fighting demons.
It’s difficult to do other things while using an incantation, so it would be hard to use a skill while facing the demon from the front.

“That’s fine. Sherry, can you try and handle Pan from the front?”
“I’ll try my best.”

Sherry nods.
Will it be alright?

“When the incantation begins, I’ll cancel it. Roxanne use that chance to use your skill.”
“Thank you.”

She has the skill, so it should be usable.
It might be useful in an emergency.
It will be good to test it out in actual combat.
Since Pan uses a magic attack, it’s a good chance.

“I think we’re ready. Let’s go.”

The door opened, and we entered the boss room.
Sherry takes the front, and we surround the boss from three sides.
Sherry attacks with her club, and I follow up with Durandal from a rear angle.
It seems it won’t be defeated in a single blow.

“warriors of the beasts xx? Unleash the united power of xxxx, beast attack.”

Roxanne also recites a skill, and attacks with the scimitar.
She hesitates a bit, and part of it isn’t translated.
Even though the attack hit, it didn’t seem like anything out of the ordinary.

It’s likely that she didn’t succeed.

“I don’t think it worked.”
“It’s a failure. The brahim language is difficult.”
“Try again. Read it aloud nice and slow.”

I move around the back of Pan, closer to Roxanne.
The incantation sentence is sure to have appeared in her mind.

“warriors of the beasts of amaraha? xx. Oh, I understand it. The power of eighty is unleashed.”
“What’s amaraha?”

The mistakes aren’t translated.
Roxanne already corrected one part herself.
A red magic circle appears beneath Pan’s feet, and I slash at him with Durandal.

“Amaraha, amarama, araraha, it’s ugly.”
“Ugly?”
“Something like that.”

Roxanne translates it as ugly.

“Ugly?”
“There are no warriors of the beasts of ugly.”

Is it translated accidentally?
Is it similar to another word?
I think about it while watching for the magic formation.
TN: While fucking around, our Villager Lv5 tank is killed.

“Maybe not ugly, but ugliness.”
“Amuraha?”
“Ugliness.”
“Ugliness?”

Roxanne repeats my brahim word.
I’m not sure, but the mistake might be gone because it’s been translated.

“In the olden times, it had a meaning of strength.”

The magic formation appears again, and I cancel it while explaining.
Though I'm not sure I'm right.
It's the brahim language.

"Ugliness?"
"Are you familiar with the word?"

Sherry dodges a punch from the demon as I'm asking.
Aside from magic, Pan really isn't much of a problem.
His physical power isn't a worry.

"Well, maybe."

It might be good since it was translated.

"warriors of the beasts of ugliness? With the united power of eighty, beast attack."
TN: The original for ugliness was 醜, which doesn't have any useful other meanings that I know of, so I left it as ugliness even though it just doesn't sound right.

Roxanne revises the incantation for the skill with my advice.
There's still a question halfway through it though.
She makes an attack similar to the first one, so it seems to have failed again.

Another red magic formation appears, so I slash again with Durandal.
Roxanne recites it again, but it ends with a similar outcome.
It seems to be useless as a question.
warrior? Asking it might have no chance of succeeding.

"How is it?"
"I think it's another failure. The brahim language is difficult."
"It's understandable since it's in brahim."

Sherry tries to cheer her up.

"Your sure it's warrior? How about warrior?" TN: The first is senshi, the second is mononofu, both of which mean warrior.

I suggest something while I swing Durandal.

TN: no good clue on this:ちはやぶる神、たらちねの母。
TN: or this 八十 にかかる枕詞がもののふのだったはずだ。

“Warrior?”
“It’s an older word for Warrior.”

Sherry seems to know about it.

“Ah, I understand, I’ll try it.”

Roxanne does the incantation again.

“warriors of the beasts of ugliness, with the united power of eighty, beast attack.”

Roxanne drives the scimitar into Pan.
The swords speed is several times faster than normal.
It’s literally a power of driving it into something.
The scimitar cuts into Pan.
Pan has a meaty gash in him.

“Ohh!”
“I did it, it’s a success.”
“It’s amazing.”

It’s a single blow that can surely take a life.
The momentum and power is totally different.
It’s a success with no problems.

Probably because of our offensive, a red magic formation appears at Pan’s feet.
I can’t miss it.
I cut it again with Durandal.

Pan is defeated by the blow.
He collapses on the floor.
Before long, he becomes smoke and disappears.

“We did that spectacularly.”
“Thank you so much, Master.”
“Well done.”

I slashed it with Durandal many times, and I don’t think the beast

attack had much difference in power compared to Durandal.
Maybe the same, or double at best.
It's still quite good for the scimitar to be able to match Durandal in power though.
I'm not sure how often we'll be able to use it however, as Roxanne is normally fighting demons head on, but it will be useful for something.

"Roxanne is amazing."
"Thank you, Sherry."

Roxanne and Sherry share the joy.

Sherry picks up the dropped item.
She passes it to me.
It will be dinner for tomorrow.

"It's amazing that you know such an old expression."
"Master's brahim is amazing. As expected of Master."

Does Sherry think of me the same way Roxanne does a little?
I can use the brahim language, but saying that I know it isn't really correct.

"To finish it so quickly even though it's the seventh floor boss… I didn't get much chance to learn Pan's movements."

After hearing the complaint, maybe it's impossible to get respect?
Ignoring Sherry, we go to the eighth floor.
We'll be fighting up to four demons at once here.

"As usual, lets try to start with somewhere with a small amount of demons."
"Yes… that way, there's a Collagen Coral."

After issuing instructions, Roxanne points straight away after sniffing out an area with few enemies.
The demon on Vale Labyrinth's eighth floor seems to be the Collagen Coral.

"So it's the Collagen Coral?"
"Um, you can ask the explorer at the entrance which demons appear on which floor, or you could go to the nearest explorers guild, or the

explorers guild in Quratar."
"Oh, I guess we could."

Sherry gives advice, but there's no point just knowing the type without experiencing it.
What's it's weak point? What attacks does it do? How should I deal with it? Those are the things that matter.
If it's a demon we've fought previously, we can deal with it straight away. If it's a demon we've never fought then just the name doesn't help us.
At least so far.

"Um…"
"From now on, I'll leave learning these things to Sherry."

I leave the problem to Sherry and she has an amazed expression.
This should be fine.

"I'd be happy to."

Sherry nods with a determined expression.
Her eyes look odd, so I hope the expression won't become a habit.

"The problem will be when four demons appear."
"Yes. Will Sherry take one while I take three? Or two each? Or Master one, Sherry one, and two for me?"
"I'd like to try half, is that alright?"

As I think about the new situation, Sherry makes a suggestion.

Chapter 55 – Master Smith

We advance to the 8th floor of Vail's labyrinth.
From the 8th floor, the monsters will come out in groups of up to 4.
When I think about dealing with that, Sherry makes a proposal.

"What is it?"
"Because the weapon I am wielding is a hammer, I can strike several monsters simultaneously. Roxanne can handle 2 monsters and it should be possible for me to handle 2 as well."

I did not know that.
Was there such an advantage with a hammer?
If we have two people as vanguard then I am at ease.
Even then one must deal with it by adapting depending on the opponent.

"I see. Is it fine to try to attempt it immediately?"
"It will be useful when there is a crowd of monsters, so whenever possible when 4 come out I would like to try it.""
"I understand. Then for now we will do as Sherry says."

First to come out was a Collagen Coral Lv8 which went down in 5 magic hits without a problem.

There are lv 7 Collagen Corals to fight in Quartar labyrinth.
In this world's labyrinths, being unable to deal with monsters getting tougher just by going up 1 floor shouldn't be the case.
I haven't collected enough information on it.

Next Roxanne found a group of three monsters, and after that was a group of 4.
Like usual I had requested for Roxanne to lead the way to the nearest monsters.

Collagen Coral Lv8

Collagen Coral Lv8

Escape Goat Lv8

Naive Olive Lv8

Escape Goat is a bit troublesome but it can't be helped.

"Roxanne on Escape Goat and Naive Olive. I entrust to Sherry the 2 Collagen Corals on the left."

I issue instruction, then start off with 2 [Fire Storms].
The escape goat will try and escape if I use a third shot.

The two vanguards confront the monsters.
Sherry swings the club from the left.
She swung her club, however, it hit the round body of Collagen Coral, and then it stopped there.
The Collagen Coral who avoided getting hit throws itself ramming Sherry.

"Simply just swinging seems pointless."
"Is it difficult?"

It is not possible to attack several monsters simply just by swinging.
It hits one then it stops.
In order to attack 2 with one swing, perhaps you only graze the first one?

"Is it useless if I don't swing hard enough to knock one out of the way?"

Such thing happens.

"Or since the impact of the hit is being absorbed, should I just graze 1st monster."

I used healing and put [Plating] back on.
I cast a third [FireStorm].
Escape Goat begins to retreat.

This is a chance.
They don't seem to reverse well when 4 are lined up in a line.
Because Roxanne suppresses the front skilfully they can't break through.

Because of that it would take time to escape.

By the time the retreating Escape Goat turned around I launched the fourth shot.
Sherry swung her club once again.
She hits the first Collagen Coral, the trajectory greatly changes and misses the second one.
Therefore again she receives attack from the second one.

Because the Escape Goat is escaping, I don't replace [Plating] and instead shot a 5th [FireStorm].
With this everything is sure to go down.
The sparks dance, the monsters die.
Before Sherry's next attack struck, all the monsters were defeated.

"It is difficult to graze them."
"What to do? If it seems impossible, we can consider other formations."

I ask while using healing and [Plating].

"Please let me do a bit more. Because I feel like I can somehow do it."
"Is that so."
"It should be alright"

When I look at Roxanne for confirmation, she nodded.

"Got it. Well then we will continue as it is. Roxanne's current position was good."
"Thank you very much"

Sherry while muttering things like "more like this" is practising club swings.
It is close to baseball bat swings.
In one swing striking 2 or more enemies, is it natural to swing horizontally?

She swings the club from the left for practice.
Is Sherry left-handed batter?

"Aren't the positions of the hands reversed?"

“Reversed?”

A left-handed batter’s left hand is positioned on top.
Sherry holds the club with her right hand on the top.
A grip which is usually used for holding a sword.

“If you grasp like that to swing, then you can swinging smoothly from the right.”

When in kendo, left-handers had right hand on top.
But I don’t know why.
In case of baseball, left batter’s left hand is on top.
I also don’t know why.

“Ah. It is true. This way it is easy to swing.”

Sherry exchanged her hands and tried it several times.
Next I considered teaching her raised-foot stance, but I stopped myself.
It’s a martial art for a single opponent, and may create openings against groups.

“But by looking at how it is held, you can work out if the attack will come from the right or the left.”
“This is if the monster has that much intelligence”

I talked to Roxanne while watching Sherry’s practice swings.
Sherry with right hand on top swings from the right then changes left hand to the top and swings from the left.

“I see. Does occasionally reversing swing direction make it difficult to be seen through?”
“There’s benefits to using a hammer, so I think it can’t be helped if they start to see through your movements.”

Next we came across 3 monsters, 2 of which were defeated with Durandal, following that we came across four monsters.

“Let’s go”
“Alright. Time to show some results.”

While casting [FireStorm] I send off Sherry.

Because there was no Escape Goat in the group, I shot the monsters 3 times before they arrived.

Sherry stands in front of the monsters and swings fully the club.
The attack magnificently sends the first monster flying back and hits the second one.
Overbearing or rather forcibly with all her strength.

It won't work if you don't swing it strong enough?
Dwarves attack with alot of brute strength.
I think I understood the reason dwarves equip a hammer.

Is that the reason why dwarves equip a hammer?

"I did it"
"Great"

While praising Sherry I cast the fourth [FireStorm].
Followed by the fifth shot.
The four monsters fall.

After defeating the monsters, I think about [Party Job Settings] and look at Sherry's Jobs.
The reason dwarves equip a hammer.

Villager Lv9, Explorer Lv10, Herbalist Lv1, Warrior Lv1, Merchant Lv1, Shrine Maiden Lv1, Swordsman Lv1, Monk Lv1, Master Smith Lv1.

It's there.
That much overbearing skill and technique.
If the dwarf is not strong enough then I think it would be impossible.
In other words, no wonder you need to be a talented dwarf to do it.

[Master Smith] acquisition condition is to strike several monsters in one swing.
After having [Explorer] Lv10 (or more?). [Villager] Lv5 or more, there might be something else but I don't know.

Anyway, Sherry has obtained [Master Smith] Job.
With this Sherry can be [Master Smith].

Finally her desire of [Master Smith] has been obtained.

“Alright. Today’s exploration will stop here.”

I think advancing too much will burn us out.

“I think it is still early but”
“Well there are various things still to do.”
“Certainly.”

Aside from business, I have a feeling that continuing would be bad.
Also called “Lights are usually followed by shadows”. [Otka: this means that when things are going well something bad is bound to happen]
I don’t want to have my last words to be “Let’s do a bit more…”.
Todays exploration stopped, I think it is better to rest.

The labyrinth is never a safe place.
In front of us there was a completely crushed party of 6.

“Are we going to the merchant guild?”

Sherry asked.
Was there equipment with attached skills being auctioned by the Merchant Guild?
The crushed party have left behind 5 weapons with attached [Incantation Delay].

Sherry has become a [Master Smith], but the person herself dosen’t know it yet.
The usual tension.
Has it only become high for me?

“Yeah. Has Sherry used the auction?”
“No, I have not. Anyone can use the auction but they seem to often go through brokers.”
“Brokers? Well when we go and see I will understand”

Today’s exploration is up to here, we jump to Quratar Adventurer Guild.
When we come out the sun has not set yet.

I ask about the location at the Adventurer Guild, then go to Merchant Guild to have a look.

“Brokers snatch away the profit, but it’s difficult not to use them because they look out for each other I’ve been told.”

Along the way to Merchant Guild, I heard the story from Sherry.
If there is a profit there, it can’t be helped that people will go for it.
Brokers seem to be profiteers.

We arrive at the guild building and enter inside.
There are several people in the lobby.
Some people doing evaluations looked this way.
Their gazes aren’t pleasant.

When we stopped, one man approached us.

Laurel man 31 years old
Sex Maniac Lv35
Equipment: Landslide Iron Sword, Lucky bracelet of Sacrifice.

[Sex Maniac].
First time I see one.

“I haven’t seen your face before. Is it your first time here?”
“Yeah”

Because lying is pointless, I replied truthfully.

“I do brokering, call me Laurel. Will you hear what I have to say?”
“Only what you have to say?”
“If you don’t particularly like it you may decline. Let’s go to the other room.”

The broker showed us inside the guild.

“Please wait a moment.”

I turn to the two behind me.
I feel it would be bad to take these two to [Sex Maniac]’s room.
For beautiful Roxanne with big breasts and little, lovely Sherry.

“Roxanne and Sherry, go ahead of me to the clothes shop. Buy two

sets each of top and bottom clothes for Sherry. Roxanne may also buy one outfit”
“Is that fine?”
“I don’t mind. We ended up with some extra income.”
“Thank you very much.”

Anyway she can’t only have one set.
I originally planned to buy Sherry’s clothes soon.

The two went outside and I followed the broker.
He leads me to a room that only has a table and chairs.
Feels like a meeting room.

“This is a room where we may freely use to do things like business discussions.”
“I see”

The broker went around the interior and sat on the chair.
I also sat down on the chair on this side.
If it is this side then it is possible to immediately run away.
There is no harm talking?

“Have you been with those two long?”
“Not really.”
“You seem to be human. For humans it is a good job going into the labyrinths. How about you come to our guild?”

The talk is, invitation to [Sex Maniac] guild?
I lost my nervousness.
Well, if you see a human man leading two beauties then I get him noticing the condition, but…

“[Sex Maniac]?”
“What. Were you in the same trade?”

The broker leaned against a chair and looked at the sky.
I feel like looking up too.

“No, not yet in same trade. But I would like to hear about it to some extent.”
“What would you like to know?”
“Let’s see, regarding [Abstinence Attack]? How is it used?”

I will try asking about it during this opportunity.

“You know about it to that extent? I’m not really supposed to teach a non guild member.”
“I see.”

Skills seem to be a secret.
Society has a prejudice against strange jobs, so the group has to be strong.

“Well it’s probably fine. I enter the labyrinth once every 10 days. The Boss does not die in one hit but, it is a useful skill.”
“Is that so?”
“It’s horrible to practice abstinence for 10 days, but I’m married and normally work here, so it’s not bad.

[Sex Maniac] explained to me.
Based on the explanation, I assemble the pieces.

To do [Abstinence Attack] it seems abstinence is necessary.
The marriage is related.

“10 days is terrible”
“Well even in 2-3 days it has moderate power.”

When I agreed like a parrot, additional information came.

2-3 days moderate power, 10 days considerable damage on boss.
In other words, [Abstinence Attack] depending on the time of abstinence the attack power changes.
The longer amount of time I abstain, the more the attack power increases.
In my case since I hadn’t abstained long, so it was at that power.

The more I abstain the more attack power increases.
Of course, in order to accumulate abstinence I have to continue having [Sex Maniac] active.
[Vitality Increase] skill then is in effect.
[Sex Maniac]’s seething sexual desire accumulates into a mass.

Violent instincts due to [Vitality Increase] are suppressed by abstinence.

And releasing it all at once after it's accumulated over long time.
That becomes an amazing thing before long.

It is certainly an effective skill.
Effective skill without a doubt.
It is effective skill, but.

"Sorry but it seems difficult for me."

After all for me having unusable skill does not change anything.
Something like abstaining for 10 days in front of Roxanne and Sherry.
Is Impossible.

"Well, when there are beautiful companions… Even so, entering a guild while you're young is good. After all only a few live to grow old."

Internal energies are the energy source. Probably when Vitality declines, [Abstinence Attack]'s power decreases.
If only the intervals were the problem, then an old man with a declined sexual desire could use [Abstinence Attack] as much as he wants.

"Sorry"
"I see. Then did you come to the auction to buy or to sell?"

When refusing, the [Sex Maniac] easily withdrew.
Inviting me to the guild seemed to be a bonus.

"For now I want to hear about how things work from both sides."
"It is appropriate to go through brokers like us for purchases. Since you don't know when it will be exhibited. Since you don't have free time to stick around in the auction, right?"
"Certainly"

What or when there's an exhibited, there seems to be no system to let you know in advance.
You can't continue staying until a thing you desire shows up.
Therefore you place an order with a broker.

"In regards to sales it's also appropriate to hire a broker, as they

can organize the timing of the sale. Because you can get more at certain times."

Since regular people don't know what is exhibited, and don't know the timings of when the customers want that.
There is a possibility of getting a bargain.

"I see."
"What would you like to buy?"
"Hmm. Kobold monster card."
"Kobold monster card? Please wait a moment."

The broker took out a note book from inside a handheld bag.
Brown, cheap note book. It's papyrus.

"Yesterday it appeared for 5,200 nars. Before that 5,400 nars. And before that on springs 20th day it was 5,200. And the day before that it also appeared for 5,200 nars."

I don't know about monster card value being 5 thousand and some nars but, since that is the market price I can only nod.
However, rather than it being the market price, someone might be putting purchase price to 5,200.
Monster card fusion often fails.
The person wanting it will keep buying until it succeeds.

"So that's how it is.""
"When I am broker, the commission is 500 nars. Because I also enter labyrinth I am fine with deferred payment. Other brokers ask for payment in advance normally."

If entering the labyrinth there is danger to his life.
If by chance the broker dies then the commission does not come back.
Therefore it is deferred payment?

"I see."
"Please decided the highest bid value before doing the request. Since the guild puts up the auction results, we are reliable. Because of competing, it seldom drops below specified price."

The broker made an unpleasant grin.

I heard from Sherry that the brokers cooperate.
It is easy.
You tell the highest bid to your colleagues and they compete up to that limit.

Since the seller is also a broker the profits can be divided.
Even if it is not dividing, you can help the sale.
If said other way round, if the customer who is not a broker is a seller then they can bring down the highest price.

Certainly it is difficult to circumvent the broker in the auction.

“I understand. But it seems now is a bad time.”
“Then how about selling. What would you like to sell?”
“There are 5 bronze swords of obstruction.”
“5? It is regrettable.”

The brokers face was a bit strained.
Well it might be bad timing to sell 5.

“Not good?”
“Bronze sword of obstruction is a weapon which is often used on low level bosses. Because there are 6 people in a party, a set of 6 sells for a lot. Can you hold on to it until you get one more? …”

The broker gets a considering look.
Seems to be calculating various things.

“Does it sell high if there are 6?”
“That’s right. For 5 bronze swords of obstruction I can give you 15,000 each. The winning bid might be 30,000 or more but only if they are auctioned one after the other. If it’s a set of 6 I can give you 100,000.”
“I see. It’s like that?”

Half the price.
Broker’s share is large.
It’s as Sherry’s acquaintance said. Trying to circumvent to make a profit is difficult.

“What do you want to do?”
“I’ll try to look for one more. Sorry for only hearing what you have to

say.”

I stretch and stand up.
Even if I do use a broker, one who exposes his skills is no good.
It’s better to look for someone else.

Besides [Sex Maniac] job does not have the [Calc] skill.
As long as there is a possibility. there should be a merchant broker.
Though there is no 30% increase effect for auction itself.
One sword for 15,000 however if 30% increase effect 6 swords are 117,000 nars.

“Try to search for it somehow”
“I’m not sure if it’s possible, but we’ll see.”

I don’t feel like putting any effort into it.
I might put effort in if I’m able to make one to sell them for the better price.

Chapter 56 - Fusion

I left Merchant Guild, and went to the clothing store nearby.
Roxanne and Sherry were there together, buying clothes.
It felt great seeing them together like this.

“Sorry, I kept you waiting.”
“No, no, it’s fine.”

They don’t seem to have finished choosing yet.
Come on, at least Roxanne should’ve had finished shopping much earlier.
sigh
It can’t be helped.

“Is that so?”
“This one, or this one? Master, which one do you like?”

Roxanne approaches me with two tunics in her hands.
First one seems to be tight on body.

“Roxanne looks pretty in whatever she wears.”
“Th-Thank you.”

Because there was no helping it, I went along with it until they were done.

“Umm… is it alright?”
“Is it alright for you to buy us new clothes?”

When we were done shopping, Sherry asks.
Sherry bought dwarven clothing, of course. In this world, it is categorized same as childrenswear.
For this reason, there are many children outfits in clothing shops. Also, there are many that look identical to adult outfits.
If not for dwarven clothing, there won’t be these many children outfits around.

“It’s alright.”

“Thank you. Well, clothes that slaves wear are owner’s property after all.”

Sherry mumbles in a low voice.
Hey, that was an unnecessary thing to say.

“Umm… excuse me, is it okay to buy this one as well?”

Roxanne comes back hesitantly with one more.
I wish you learn some modesty from Sherry.
Rather than clothes, it was a piece of cloth. Red.
Loincloth?

“Is it necessary?”
“Umm… I’m sorry. I don’t want to stain my underwear.”

Although I don’t understand, it seems something necessary.

“Hmm? Fine then.”
“I’m sorry. Umm… there’s one more thing.”

Roxanne comes close to my ear.
There was more than just ‘I’m sorry.’

“What is it?”
“Umm… because ‘it’ has started, I won’t be able receive your affection tonight.”
Roxanne whispers in my ear.
‘It’ has started.
Period.
Is this piece of cloth a replacement for sanitary napkin?

Well, it can’t be helped. It’s blood after all.
It’s just that…
It’s just that I wanted to try Enhanced Vigor skill of Sex Maniac tonight. It seems I have to postpone it for the time being.

Oh well, there are other skills I want to try more than the skills of Sex Maniac.
Having returned home, after buying clothes and food ingredients, I ask Sherry to sit down across the table from me.

“What is it about?”
“Well, I wanted to tell you that…”
“Yes?”

That Sherry is a Master Smith.
How do I say it?
Why is it so difficult?

I guess I have to proceed with a frontal attack.
I mean I can’t work around from the sides this time.
I spit it all out in one breath.

“From now on, Sherry will be a Master Smith.”
“Wha-”

It was so sudden, Sherry’s mouth remained open.

“I thought you would be this shocked. I understand. To finally get what one has lost hope of getting is just so incredible.”
“U-Umm…”
“Even if becoming a Master Smith seems impossible, giving it up is just not right.”
“E-Err…”

I take out a Copper Sword and a Monster Card.

“You must be able to use it now. Fusion, that is. Try it.”
“N-No…”

I have no choice but to push her.

“Do it! You can do it! I know you can do it! You can absolutely do it! Just do it!”
“B-But…”
“It’s alright, I’ll help you. Repeat after me, ‘Monster Card Fusion.’ Repeat after Michio, ‘Monster Card Fusion.’”

I urge her to repeat the skill name after me.

“Monster Card Fusion?”

For some reason, it’s Roxanne who repeats it.
No, not you, Roxanne.

It’s no use if Roxanne does it.
Confused Roxanne looks so cute.

However, I don’t know if it’s because of Roxanne appearing, or because of me pushing her, but Sherry shows some motivation.

“Mo-Monster Card Fusion.”

Quietly, in a low voice, she calls the skill name out.
The next instant, Sherry has her eyes opened wide.
Wide with surprise.

As for Sherry’s job, I had changed it beforehand. She is Master Smith Lv1 now.
In that case, what happens if you call out the skill name?
Skill incantation appears in your mind.
Sherry looks at me with an expression of disbelief.

“You look even more hot.”

I grasp Sherry’s fist, and raise it high to announce her victory.

“B-But how…”
“You can change, if you have the will for it. Anyone can change, if they have the will for it. Let’s try fusion now.”

I hold out the Copper Sword and Rabbit Monster Card before Sherry.
All doubts can be put to rest, if there’s proof.

“A-Are you fine with it?”
“It’s fine.”

This Copper Sword has an empty skill slot.
If my hypothesis is correct, this fusion has 100% chance of success.
Even if my hypothesis is off mark, it’s alright. It can’t be helped.
Well, there’s a possibility of scam too, but…

But from what I heard, when fusion fails, raw materials of the weapon remain.
There was no time for her to prepare it beforehand.

“W-Well, when you do it, can you please call skill incantation out

loud?”

I take precaution.
Are wise men always this calm?

“I understand.”
“Descend O Lord xx, O shadow of heaven and earth.”

Sherry slowly recites the skill incantation.

“Hmm…”
“That’s probably it.”
“What was that word?”

I point out the word that wasn’t translated.

“Was that not the correct word? If that’s the case, I think it might be ‘to celebrate.’”
“‘To celebrate’ it is.”
“‘To celebrate’… alright. Descend O Lord to celebrate, O shadow of heaven and earth.”

Sherry recites corrected spell incantation.
Perfect.
If it weren’t, I would have received another prompt for correction.

When Sherry was done, she looks at me.
I nod silently in approval, and hand the Copper Sword and the Monster Card over to her.
Copper Sword in right hand, Rabbit Monster Card in left.
She places her left hand holding the Monster Card directly above her right hand holding the Copper Sword.

“Descend O Lord to celebrate, O shadow of heaven and earth — Monster Card Fusion.”

She calls the skill incantation out.

The next instant, Sherry’s hands are glowing.
With dazzling, bright white light.
The moment the light subsided…

Only a sword remained.

Copper Sword of Obstruction | Two Handed Sword
Skill: Incantation Delay
(TL: It translates as Bronze Sword, but romanji is same as Copper Sword. Also, it is basically Copper Sword with Incantation Delay skill, so I opted for Copper Sword of Obstruction instead of Bronze Sword of Obstruction.)

Success!
Apparently, if you attach Incantation Delay skill to a Copper Sword, it becomes Copper Sword of Obstruction.
Also, my hypothesis of fusing a Monster Card with a weapon with empty skill slot was indeed correct.

“Sherry, you did well.”

I take the sword from Sherry, and check it out.
Save for Incantation Delay skill, Copper Sword of Obstruction doesn’t seem any different from a Copper Sword.

“Master, was it a success?”
“Of course.”
“You did it, Sherry.”

When I answer Roxanne’s question, she congratulates Sherry.

“You did well, Sherry.”
“-y…”

Sherry, however, has a funny expression on her face.
She puts her face down on the table, and starts groaning.

“What is it?”
“-ry…”
“What’s the matter?”
“I’m sorry. I’m sorry to have succeeded. I’m sorry to have become a Master Smith. I’m sorry to have been born.”

She keeps apologizing.
Puzzled, I exchange glances with Roxanne.

Ah, so it’s that.
I remember something similar from a while back.

It’s the state of MP exhaustion.
When you’re out of MP, your mind is overwhelmed with negativity.

For a Master Smith Lv1, MP will naturally be low.
I wonder if it’s barely enough to use Monster Card Fusion only once at a time.

I hand the sword over to Roxanne, and move to the other side of the table.
I take out a Mana Pill from my Item Box.
I bought it earlier as a precaution, for emergencies such as this one.

“It’s alright. Sherry is important. Sherry is amazing. Here, take this medicine.”
“I am not worthy of using such a precious medicine. I’ll be fine. I’m really sorry.”

Sherry shakes her head in refusal.
She’s in a condition where she’s not even accepting medicine.
This is no different from dying.

“Rest easy. Sherry succeeded. Sherry is amazing.”
“No, I’m not. I only succeeded because I’m useless.”

Did I too have such a train of thought at that time?
Everything seems to be negative to her.

“But Sherry’s Monster Card Fusion was a success. Sherry is great.”

While Roxanne was cheering Sherry up, I put the Pill in her mouth.
This mental state is really painful.
If you have means to cure it, use them as early as possible.

I hold Sherry, and turn her face to me.
Her pale red, tiny mouth is so lovely.
I lock my mouth with hers.
I pry her mouth open, and stick my tongue in.

Our tongues are all entwined now.
It’s our first time kissing so passionately.
I can see a glimmer of hope.

I move my tongue around.
Then I rest my tongue a little, and let Sherry calm down.
To ensure that the Pill finds the passage down her throat.

I pull my tongue back, but keep my lips pressed on hers, and wait for her to swallow the Pill down.
After confirming movement in her throat, I let go of her mouth.

“So, have you calmed down now?”
“…Yes. Umm…”
“You don’t have to apologize, it’s fine.”

I place my hand on her fluffy head, and stroke her hair.
Now calm, Sherry takes a deep breath.

“Come to think of it, I have heard of such a thing. When someone becomes a Master Smith, and fail at their first Monster Card Fusion, they commit suicide.”

Even after succeeding, it turned out like this.
It’s understandable to wanting to commit suicide in the event of failing.
And if you leave it at that, you might indeed die.

“It’s temporary, so don’t worry about it.”
“Okay.”

Sherry is taking deep breaths to calm herself down.
How she became a Master Smith remains unasked, so it can be considered a good end result.

“Eh? Is Sherry really a Master Smith now?”

While I was having that thought, a bullet comes in from the least expected direction.
From Roxanne’s direction.

“That’s right.”
“But how?”

How, you ask? Well, you won’t get it even if I tell you.

“I can do it. How I do it, however, is a secret.”

“Is that so?”
“That is so.”
“As one would expect from master. Master is amazing.”

Roxanne withdraws with an expression of respect.
In any case, this matter is settled now thanks to Roxanne.

“He really can do it. It’s amazing.”

Sherry, having calmed herself down, grasps the situation.
I expected her to pursue it further, but she doesn’t.
Rather, she looks at me with sparkling eyes.

I wonder if my impression to her has improved a little.
A journey of a thousand miles begins with a single step.
To gain her trust, I have to take one step at a time.

“Sherry being a Master Smith increases my attack power too.”

Roxanne says something strange.

“Huh?”
“Being a Master Smith benefits all party members. Finally, I can be of help.”

Sherry says the same thing.

“A Beast Warrior doesn’t increase attack power of other party members. Sherry really is amazing.”
“What do you mean?”

I ask Sherry.

“Having a Master Smith in the party increases attack power of all party members. This has been known since olden days.”
“Is that so?”
“Yes.”
“Is that so?”
“Yes.”

I ask Roxanne too, and receive the same answer.

“Did you not know that?”

Sherry's eyes look cold.
Her stare intensifies.

These same eyes had respect for me just a while ago.
Ebb and flow.
No, not really. I took 3 steps forward, and went 2 steps back.
It must be so. It has to be so.

"Having a Master Smith in the party increases attack power of all party members?"

But there was no such skill last time I checked.
Hmm…
Is there really such a skill?

Master Smith Lv1
Effects: Medium Increase in Strength | Small Increase in Stamina | Small Increase in Dexterity
Skills: Create Weapon | Create Armor | Monster Card Fusion | Item Box

There's an effect 'Medium Increase in Strength.'
So when strength increases, attack power increases as well.
Or in other words, to increase attack power, you need to increase your strength?

Beast Warrior Lv20
Effects: Medium Increase in Agility | Small Increase in Stamina | Small Increase in Dexterity
Skill: Beast Attack

There's no 'Increase in Strength' effect.

"What is it?"

While confirming her job details, I look at Roxanne with a face full of doubts, so she asks.

"There is no increase in your, Beast Warrior's, attack power."
"It's unfortunate."
"Rather, your true strength lies in your quick movement."

Instead of ‘Increase in Strength,’ Beast Warrior has ‘Increase in Agility’ effect.

“Definitely.”
“It is also believed that having a Beast Warrior in the party increases movement speed of all party members. This, however, is a hypothesis at this point, and remains to be substantiated.”

Sherry explains on behalf of Roxanne.

“So the increase in attack power has been confirmed?”
“Yes, by counting the number of same attacks it required to take out a certain monster of certain level, with and without a Master Smith in the party.
“I see.”

So to some extent, scientific research is carried out even in this world.
It seems to have been confirmed that having a Master Smith in the party increases attack power of all party members.

“The great scholar of the past thus confirmed it.”

The great scholar of the past.
That great scholar of the past really seems to be great.

“Aside from Master Smith, are there no other jobs that increase attack power of the party members? Swordsman, for instance.”
“So you have understood the idea. It is indeed believed that having a Swordsman in the party increases attack power of the party members.”

Like I thought.
Because Swordsman has an effect ‘Small Increase in Strength.’
By having a party member with a job that has an effect ‘Increase in Strength,’ like Master Smith and Swordsman, all party members can have their attack power increased.
In other words, an effect of a job is shared with all party members.

So it was like that.
I have been mistaking it until now.
The effect of one’s job is not effective only to one’s own self.

I never imagined it to be like that.

Also, should I say ‘Increase in Strength’ increases attack power of a Swordsman because it is the characteristic of that job?
‘Increase in Strength’ might not necessarily increase attack power of a Beast Warrior.
Because I have already confirmed that my magic attack becomes weak when I cancel Hero job, ‘Increase in Intelligence’ is unmistakably the characteristic of Hero job. (TL: It should be the characteristic of Wizard job, not Hero job. But that’s how it’s in raws, so bear with it.)
So if I’m not a party member, will the absence of ‘Increase in Intelligence’ have a detrimental effect on Sherry and Roxanne?

“If there’s a Wizard in the party, magic attack of the party members increases?”
“Indeed.”
“Well then, it would be great to have an all Wizard party of six.”
“It would be, if you take only magic attack into account. Wizards, however, are rare, and they would be in trouble in the absence of a vanguard.”

Is that so?
Of course it is so.
you must have balanced party composition and skills.
It is imperative to have everything balanced.

Chapter 57 - Red Comet

Tonight, I wasn't able to test Enhanced Vigor skill of Sex Maniac.
For Roxanne is on her period.
After cancelling Sex Maniac, I made love with Sherry many times over. Because I kissed Roxanne a lot, she wasn't dissatisfied.

Finally, after giving Roxanne one last kiss, I lay on the bed.
I turn to Roxanne, and extend my arms out to pull her into my embrace.

Right when I try to calm my breathing down, Sherry gets into the bed.
She has changed into negligee.
Sherry lies down next to me.
After a while, Roxanne speaks to me in a low voice.

"Are you going to retire for tonight?"
"It seems so. Master is exhausted after all."

'No, I'm not.' — that I want to say.
I read in some magazine that you have to put effort in both foreplay and afterplay in order please a woman.
Therefore, I always hug Roxanne like this, after kissing her.
And when I wake up in the morning, I always find myself clinging to her.

Hmm…
I should probably not deny it.
It's wise to go to sleep now.

"Yeah, I guess."
"Thank you, Sherry. Sorry for pushing you more than last night."
"Ah, no. Umm… it's not like I hate it."

You don't hate it?
That's great.
'Not hating it' is only one step away from 'loving it.'

“Is that so? Fufu”
“I-I was really surprised earlier.”

She tries to dodge it.
Sherry tries to change the topic.

“It’s not like I doubt master, but is Sherry really a Master Smith now?
“Well, you successfully fused the Monster Card.”
“I did, I guess.”

Do you still not believe it?

“Because Monster Card Fusion mostly fails, I was worried.”
“Worried?”
“Yes, because I have heard of many tragic accounts.”

I knew it would come up.

“Is that so?”
“If they keep failing, Master Smith slaves are shunned away. It’s also not rare for them to be punished, and resold.”

Even to the extent of physical abuse.
Whore punishment.

“It’s alright. Master is not such a master.”
“Really?”
“Really.”
“Somehow, it’s difficult to tell whether a person is amazing or terrible, don’t you think?

Are they talking about me?

“Master is an amazing person.”

They are indeed talking about me.
Roxanne lifts her head up.
And turns her face to Sherry.
These two would now talk between them like last night.

During daytime, they are both with me all the time.
Therefore, opportunities to talk to each other are rare for them.

They were able to talk to each other in the clothing store, but it was probably not enough.

Well, it's better to be talking friendly like this than being on bad terms with each other.
Ladies' talk.
It would be silly of me to step in.

So I fall into dreamland by myself.

It's morning now. I wake up clinging to Roxanne.
Roxanne is so good a body pillow.
Soft body. Smooth hair on her back. Supple chest.
The feeling of embracing her is splendid.

My legs, however, are entangled with Sherry's.
Lower half of my body is awkwardly twisted.
Because there's no pain in my muscles, however, I'm not feeling uncomfortable.

After confirming the state of my body, I kiss Roxanne.
Although she went to sleep after me, she woke up before me.
Roxanne always gets up before me.
Perhaps it is easier for her to wake up.

While kissing her, I tighten my embrace, so I get to taste both her mouth and chest.
I feel her tongue around my mouth, so I invite it in.
Roxanne moves her tongue around in my mouth.
After my heart was content, I let go of her mouth.

"Good morning, master."
"Good morning."
"G-Good morning."

Sherry seems to be up too.
I release Roxanne from my arms, and pull Sherry close.

I kiss Sherry.
I have my tongue entwine with hers.
After giving her that Mana Pill mouth-to-mouth, Sherry seems to have become responsive at kissing.

I slowly move it around in Sherry's mouth.

"Good morning to you too, Sherry."

After tasting it fully, I separate my mouth from hers.

Today, we intend to move to floor 8 of Quratar town labyrinth as well.
After readying our equipment, I Warp us to Quratar town labyrinth floor 7.

"At boss level, Slow Rabbit turns into Rapid Rabbit. It moves quickly, so it's a troublesome monster. Magic attacks are not effective, for it can dodge magic attacks with ease. It's likely to be a drawn out battle, so we can't afford to be careless."

On our way to the boss room, I ask Sherry for information on the boss.

"Would it be difficult to surround the boss with us three?"
"It would probably be. I think I should use spear this time. Hammer is too large and slow to use, so it can be dodged."

We confirm the location of the boss room.
And mark it on the floor map.
When we arrived at the waiting room, there was no one in queue.
I was concerned about long waiting line, for the battle is supposed to be drawn out. However, there were not many people around this early in the morning.

"For now, we will hunt Slow Rabbits. Then after breakfast, we will go to the Imperial Capital. Roxanne, search for Slow Rabbits in this area."
"Understood."

Because Sherry is borrowing Roxanne's negligee, we need to buy one more.
We can also sell rabbit fur to the clothing store in the Imperial Capital.

However, that was only half the reason. My actual concern was Sherry being Master Smith Lv1.

“Because you just became a Master Smith, you don’t have to overdo it.”
“Okay.”
“Slow Rabbits here can’t be taken out in one hit. If you don’t feel like it, we can move to lower floors.”
“No, it’s alright.”

Because ‘Medium Increase in HP’ and ‘Medium Increase in Endurance’ effects of my Hero job are also effective for Sherry, her defence can’t be weak as a paper.
Because I changed her job from Villager just yesterday, it’s better if her opponent is only a Slow Rabbit.

What would she do in this state against a boss level monster?
There’s another option of changing her job back to Explorer Lv10.
We hunted Slow Rabbits around for a while.

“How are the monster attacks?”

I ask Sherry.
When we were facing groups of three, Sherry received attacks.

“I’m fine.”
“How is it compared to yesterday?”
“As you would expect, it was better with Explorer yesterday.”

It is needless to ask something obvious.
However, she was a Villager yesterday, not Explorer.

“Would you be fine with the boss battle?”
“I think I’ll be fine. I’ll do my best.”

It seems risky.
Because ‘I’ll do my best’ situations are most of the times impossible situations.
Even if it’s worth a try, if we fail in the labyrinth, what awaits us is death.
Because the boss this time moves quickly, we should expect to receive attacks.

“Let’s go to the boss room then. Just to be safe, I’ll revert Sherry’s job back to the original.”

“Is such a thing even possible?”
“Of course.”

I change Sherry’s job to Explorer Lv10.
It’s good that I had changed her job earlier from Explorer to Villager.
Had I not, she would have leveled up to Explorer Lv12 or more yesterday.
And she would have noticed it from the size of her Item Box. It would have turned into rather bothersome situation.

After I prepare Durandal, we enter the boss room.

Rapid Rabbit Lv7

It’s body was slightly red in color.
It was no different in size compared to Slow Rabbit.

I raise Durandal, and rush forward.
The moment I swing it down, the monster escapes to the right.
Fast.

Roxanne runs after it to the right.
While running to the right, Rapid Rabbit suddenly kicks the ground, and takes a 90-degrees turn, intending to attack Roxanne.
Roxanne shifts her body, parrying the attack with her shield.

“Sherry, watch out.”

The rabbit flicks out, and runs toward Sherry.
With a spear in her hands, Sherry waits for it.
The moment the rabbit comes within her range, Sherry thrusts her spear.
However, at that moment, Rapid Rabbit flies to her side.

In but a moment, it jumps diagonally to dodge the spear, and attacks Sherry.
Sherry staggers.
Changing her job back to Explorer Lv10 was a correct decision indeed.

The red monster comes after me now.
Fast.

I hold Durandal up and wait for it, but it changes direction in the nick of time.

“Ugh! it’s quick.”

I make a quick slash, but still miss.
In that moment, it rams into my body from the side.

Guah!
That was quite an impact.
For a Master Smith Lv1, it would be really bad.

The rabbit then runs toward Roxanne.
In the meantime, I cast Healing and Plating on Sherry and myself.
The monster jumps into the air to launch another ramming attack.
Roxanne repels it with her Scimitar.

I see.
That timing.

That precise timing. Such a precise timing.
I can only hope of pulling it off.
If it launches a ramming attack on me, I’m not confident in dodging it like she did.

Rapid Rabbit flips over, and rushes to me next.
While it approaches me, I cast Firestorm.
It’s an Area of Effect magic. Dodging it is impossible.

Amidst the sparks, the rabbit comes to a halt.
Even if it’s a monster, it would falter upon receiving an attack.
I can’t miss this chance. Durandal!

Kuh!
It dodges again. Damn it!
Only Roxanne has been able to successfully land physical attacks on it.
Can it only be killed by magic attacks?

However, I have no idea how many magic attacks it would take before it dies.
Normal Lv7 monsters take 5 magic attacks before they die. Boss

type monsters take three times as much.
Pan even took several strikes of Durandal.
Do I have to keep using magic attack until it dies?
That's not feasible. I might run out of MP before it dies.

The rabbit comes to attack again.
This time, I draw him in even more.
Only to receive the ramming attack with my body.

I cast Healing and Plating again.
I have to reserve my MP for Healing and Plating too.

Rapid Rabbit charges toward Roxanne in zigzag.
Is it even possible to move like that?
It flies from left to right, approaches from the right, feigns it, and then jumps back to the left.

Roxanne sways half a step down, avoiding the charge lightly.
When they pass each other by, Roxanne slashes with her Scimitar at its lower body, knocking the rabbit over.
Roxanne's movement seems superior to Rapid Rabbit.
Roxanne is shutting it out all on her own, blocking it completely.
How long will it take? I have no idea.

Knocked over rabbit now lands on the ground.
Sherry was there in waiting with her spear.
The rabbit receives a diagonal swipe on its side, and rolls over.

"I did it!"
"Wow, great."
"I thought of trying this."

Knocked over by Roxanne, it was unable to change its trajectory.
Even if it's Rapid Rabbit, it can't change its course in midair.
If you can attack in that instant, it might land successfully.
A spear would be better for such an attack, with its long reach.
Sherry is smart.

The monster stands up immediately, and starts running toward me.
Following Roxanne, Sherry landed an attack too.
I won't be the only one to keep missing.

I draw Rapid Rabbit in.
Until the last moment.
Until the very last moment.
Close enough to receive its ramming attack with my body.

After I confirm it has jumped to launch its attack, I call for Overwhelming in my mind.
The movement of the demon suddenly becomes slow.
In the slowed down space, I move to the side to get out of the course of that attack.
Time to teach this rabbit that running speed isn't decisive factor in a battle.

"Chest!"

I thrust Durandal into the rabbit.
Rapid Rabbit vanishes.
It flicks out again. Damn it!
Regrettably, we have only one such sword.

With every attack, I can recover a fraction of MP expended in casting Overwhelming.
Because of this, the cost of casting it gets significantly reduced.

I approach it again, swinging Durandal from directly above this time.
To slam it onto the rabbit below.
I swing the sword down.
Rapid Rabbit flicks out and rolls over.

Rather than dodging, it felt more like defending.
Pretty close.
However, two consecutive strikes might not always work.

Ugh! It has never been this difficult to connect a hit.
Because I can recover a fraction of MP with every attack, however, I patiently repeat the same pattern over.
Currently, we have the rabbit cornered.

Again and again, it flicks out and falls over in the vicinity of Sherry.
Sherry doesn't miss those chances, and pierces it with her spear.

Rapid Rabbit comes at me again.

It charges forward in zigzag.
Has this monster recognized me as a formidable enemy?

However, no matter how much it jumps around, it's not my concern.
I would simply wait for it to fly at me with ramming attack.
Fu~ how wise of me.
The instant it leaps, I cast Overwhelming.

The movement of Rapid Rabbit slows down.
Because it's right in front of me, however, dodging it would be difficult. I calmly wait for it.
I hold Durandal up.
It deflects Rapid Rabbit.

The monster rolls over on the ground.
Because I had no choice but to receive its charge from the front, I wasn't able to direct it toward Sherry.
The rabbit stands up, but doesn't charge at us.
It seems it has run out of fuel.
Rapid Rabbit turns into smoke, and disappears.

Rabbit meat.

What remained was rabbit meat.
Even for a Slow Rabbit, a normal monster, rabbit meat is a rare drop.

"Is this Chest skill? It's different from what I heard."

Sherry picks the item up, and brings it over.

"No, it's a different skill."
"I couldn't see your movement at all."
"It's called Overwhelming. Do you know about it?"
"No, I don't. But it seems to be an amazing skill."

I can see respect in Sherry's eyes.
A master's life is 25 years. I'm not happy about this. (TL: Not sure about what he means here. My guess is that it's default term of slave contract.)

"Because people don't know about it, it's a secret."

“Ah, okay. I understand.”

I warn Sherry about it, so it’ll be alright.
Did the first emperor not have Overwhelming skill?
Or was the information not passed down?

“As expected of master.”

Roxanne praises me.

“Thank you.”
“It was tremendously quick movement. Even I almost lost sight of you.”

You almost lost sight of me? So you didn’t lose sight of me.
It seems Roxanne was able to keep up with my movement under the effect Overwhelming.

Chapter 58 - Eighth floor.

We passed the seventh floor, and moved on to the eighth floor of Quratar's labyrinth.

"Do you know which demon appears on the eighth floor here?"

I asked Sherry.

"Um, I'm not sure. I don't know where we are."
"Ah, we are in Quratar's Labyrinth."
"Quratar's Labyrinth?"
"Didn't I mention it?"

Is that so?

"He probably did. I saw that the demons were the same as Quratar's Labyrinth, but we didn't pay any money to get it. Is that because of the space-time magic? If that's so, we don't pay."

Sherry mutters.
Though it's required to pay money to enter Quratar's Labyrinth, I don't pay.
Is that why you didn't think it was Quratar's Labyrinth?
The genius didn't notice?

"Is it bad that we didn't pay?"
"No. It's expected that the entrance fee is paid when you enter Quratar's Labyrinth, but you aren't using the entrance so it's wise not to pay. That's what I think."

I don't want the explorer there to notice me either.
It's good.

"As expected of Master."

Roxanne praises me, but Roxanne was the first to suggest it.

"So, do you know the demon on Quratar's eighth floor?"
"Ah. Yes. The demon on the eighth floor of Quratar's Labyrinth is the

Needle Wood. It should be safe since we've fought them in Vale's Labyrinth. It can rarely use water magic. Don't use water magic on it because it has a high resistance to water."

Sherry explained.
It seems I still shouldn't use water magic against Needle Woods.

"I've never seen one use magic."
"It's because it's on a low floor in Vale's Labyrinth, it won't use it on lower floors."
"Is that so?"
"Demons start to practice magic and skills as you go up in floors. I think the Needle Wood might start to rarely use magic on the eighth floor."

On higher floors, monster level is also higher.
Since level goes up, magic and skills also go up.

"I understand. You've been useful again Sherry."
"Thank you."
"I will continue to ask in the future. Roxanne, find a few demons."
"Certainly."

Should I equip Durandal to deal with the magic?
If I use it straight away, I won't know which magic it is.
Should I wait and see?

For the time being, I'll leave Sherry as Explorer Lv10.
It's possible that magic might one-shot a Master Smith Lv1.

We hunt on the eighth floor.
However, the Needle Wood's don't use magic.
It seems to be quite uncommon.

I'm impatient, and change Sherry's job to Master Smith Lv1.
Explorer has gone up to Lv11.
It would probably go up to Lv12 if I left it.
The first magic happens when a group of four Needle Woods appear.

Three Needle Woods come forward as I use [Fire Storm].
One slows down & turns around.

Needle Woods are plant demons that swing their branches around.
The cave in the Labyrinth might be too narrow for four to line up.

“Roxanne, handle two. Sherry, handle one.”

Three [Fire Storm] are used as they come forward.
A fourth is used as they face the vanguards.

“It’s coming.”

Roxanne gives a warning.
When I look, there’s a blue ball over the demon’s head.
It looks like a [Water Ball].

The Needle Wood launches the magic.
It’s fast.

It’s straight & fast like Water Polo.
Towards Roxanne.

Roxanne twists her upper body just a little.
The magic is avoided just by twisting.
It passes just beside her.
The magic hits the wall after doing nothing.

You can dodge it?
It seems that it’s not at a speed where it can’t be avoided.

I used a fifth [Fire Storm].
The sparks dance & attack the demons.
All four of the Needle Wood’s fall.

“As expected of Roxanne, you can dodge magic.”
“It’s because it was shot from the second row of demons. If you can see magic at that distance you can avoid it.”

No. It’s impossible.
There’s not enough room.
There’s not enough distance.

“Is that so?”
“It made use of the other demons as distractions, it probably didn’t think it would hit otherwise.”

I don’t think it’s possible.
As Sherry passes me the item she picked up I ask her what she thinks with my eyes. She silently shakes her head.

“That’s how it is.”
“That’s how what is?”

Roxanne asks.

“Ah. The branch. It’s needed for smithing. We’ll have to keep some instead of selling them.”
“Ah, yes. We need that.”

I managed to get through the conversation somehow.
The items dropped are one leaf, and three branches.

“That reminds me, how do you use the branch?”

I heard that a Master Smith uses branches when I was in Vale.
I was told it was a necessary item for them.

“When making the metal parts of weapons and armor, a branch is used along with the materials.”

It seems to be necessary for processing metals.
It’s a requirement.

“Do you need a furnace as well?”
“Everything is done by the skill. No special devices are necessary.”

If you get the items then the skill will do the rest.

After that, we didn’t encounter many Needle Woods that used magic.
I worried about the level of Sherry’s job, and before realized, it increased from Lv1 to Lv2.
We’ll continue as is for now.

It isn’t a requirement for a Needle Wood to be in the back row for it to use magic.
We encountered two Needle Wood’s and a Slow Rabbit, and one of them used it.

“It’s coming.”

Roxanne gives a warning as a blue magic formation appears below a Needle Wood.
The ball of water appears over the demons head and flies forward.
At me.

“Gah.”

I’m hit without a chance to avoid it.
Evasion is impossible.
It’s really impossible.
It’s absolutely impossible.

In my head I can understand when to avoid it, but do I dodge right or left? It hits me before I can think.

Enough time to evade it.
There isn’t.

Even though I have [Plating] and I don’t die in a single shot, it still feels quite strong.
It’s a feeling like I’ve had my leg torn off.
Also, I’m soaked because it was water.
It’s probably better than being hit by fire though.

Even though we killed the demon with the fifth [Fire Storm], the water didn’t disappear.
The Green Caterpillar thread disappeared, but this doesn’t.
Since I was struck in the leg, it looks like I wet myself.
It’s not very bright in the Labyrinth, so I’ll just try not to stand out.

The water dries before we leave the Labyrinth.
We finish up in a small room, and find a magic crystal.
The magic crystal is useful, so we put it in the rucksack.

“It’s finally dry.”
“Things that use magic will disappear when magic runs out, but things made with magic will remain even after the magic has ended.
A demons body is conjured by magic, but it’s assumed that part of it is fully made since it drops items.”

Sherry explains.
It's a little hard to understand.

"Hmm."
"Oh."

When I move a magic crystal over to the item box, Sherry lets out a noise.

"What?"
"Oh, it's nothing. I just noticed the purple magic crystal became a blue magic crystal."

Ah, because the crystal had progressed.
The blue magic crystal has the magic from 1000 demons stored in it.

"Mine is purple."

Roxanne passes over a purple magic crystal.
We used this crystal for a test, and it's become purple.
Sherry has one as well, and it's become red.

"Wasn't there a purple crystal and two black crystals yesterday?"
"Is that how it was?"
"If it's Master, they'll increase easily."

Roxanne gives a nice follow-up.
Sherry looks a bit doubtful, but doesn't have cold eyes.

After breakfast, we go to the Imperial Capital.

"Wow, It's huge."

When we leave the adventurers guild in the Imperial Capital, Sherry looks around at the nearby buildings.
It doesn't seem that big to me.

"Is this your first time in the Imperial Capital, Sherry?"
"Yes."

A country bumpkin.

"Roxanne and I came here recently for the first time as well."
"We did."

Roxanne nods as I turn to her.

“You won’t normally come here without some kind of business.”
“Is that so?”

There doesn’t seem to be the concept of sight seeing in this world yet.
As Sherry says, a commoner won’t need to come to the Imperial Capital.
Even though it’s so easy to travel around if you find an adventurer with [Field Walk].
Ordinary people just don’t have the spirit of adventure.

“I’ve wanted to come here for a long time.”

Sherry mutters quietly.

“Hmm?”
“Ah, oh, nothing.”
“What did you want to do?”

I was curious, so I tried to ask.

“Well, there’s a library in the Imperial Capital. I’ve wanted to go there for so long.”
“There’s a library?”

To want to visit the library. As expected of the smart one.

“We had ten books at our house growing up, but they were only dwarven books related to smithing.”

I’m not sure if ten is a large or small amount.
Paper is valuable in this world.
There’s probably not many houses with any books.
Is Sherry from a wealthy family?

Then I don’t know why she became a slave.
She said it was while growing up.
Perhaps the family fell into ruin.
I won’t touch that subject.

“It’s amazing that your house had books.”

Roxanne doesn't think about it?
She's just being herself.

"It's an old story. We were quite prosperous when my grandfather was alive."
"I see, and you became knowledgeable reading books?"

I try to return to the original story.
We shouldn't continue on this topic.

"We had them in the house since long ago."
"I always wanted to become a Master Smith."
"I did my best and entered the Labyrinth when I became an explorer."

I suspect she was a wealthy young lady that stayed indoors.
Is that why her villager level was so low?

"I've liked books since long ago, so I wanted to go to the Library."
"Ahh."
"Shall we go now?"

I don't have any books either.
Well, if you can call the capture map of Quratar's Labyrinth a book, then I have one.

"Eh? But I'm a slave now."
"Well… I'd like to go…"
"But I can't go."

Is there a problem?
It might have been a wise choice not to mention it from the start.

"If you're a slave, you can't use the Library?"
"That's not it. If you pay, you can go in. But it's an extremely high price."
"It's high?"
"Aside from admission fees, there is also a deposit. You can get the deposit back if you don't damage any books, but you need one gold coin."

It's to protect their valuable books.

It's reasonable.
Strange people won't go in because they don't want to lose their deposit.
You can make up for problems with money.

"I see, well I'll let Sherry go into the Library."
"What?"
"Well, Sherry teaches things about demons. If you don't know something, you can learn it. I'll let you go to the Library that you've wanted to visit."

If I don't know something, Sherry can learn about it.
It's a good idea.
Anyway, I've been skipping learning to read characters from Roxanne lately.

I wasn't good at learning English either.
On top of my Japanese, I hope you'll forgive me for not learning English or Brahim.
I really envy Schliemann TN: https://en.wikipedia.org/wiki/Heinrich_Schliemann

"Ah, Thank you."
"Oh, can you read Brahim Sherry?"
"Yes. I learnt to read it in the Slave Traders establishment because the characters are the same."

I see.
If you understand the alphabet it's possible to read English, German & French, even if you can't understand it.
It must be something similar.

"The books that you had in your house weren't written in Brahim?"
"They were written in the dwarven language because they were related to smithing."
"Sherry is amazing, though I learnt the characters in the Slave Traders establishment as well."
"Roxanne, was there anywhere you wanted to go?"

I looked to her side and asked.

“No, not really.”
“I see.”
“Oh, that. Can I go with you?”

Roxanne watches my eyes.

“To where I’d like to go?”
“Yes. Wherever Master wants to go, I want to go. Can you take me with you?”

She’s trying to be modest.
I pat her dog ears on reflex.
Roxanne is still the best.

“I understand. That’s fine.”
“Okay.”
“Ah, I want to come along as well.”

Sherry asks as well.
It feels like I’ve been pushed into it.

Chapter 59 - Broker

I went to the clothing store in the Imperial Capital.
The same store where I bought the negligee and camisole that Sherry and Roxanne use.

“Buy one for each of you.”
“Understood. Thank you.”

I instructed Roxanne, and left to sell rabbit fur.
Because they took too long last time, I didn’t want to accompany them in shopping this time.
When I came back, however, they had still not finished shopping.

Roxanne picks up a camisole from the stand, and checks it minutely.
It’s pale pink, and looks same as the one she bought last time.

“Is this color that good?”
“Yes, because you said last time that it looked good on me.”

I call out to her, and receive a smile in return.
Come to think of it, did I really say last time that this color looked good on her?
I might have said that it looked good, but not particularly on her.
It’s best, however, to not say that out loud.

“Is that so? Thank you. Sherry, do you like white?”
“Yes, because it’s easier this way than choosing a color.”

Sounds rational.
Roxanne seems to have chosen pale pink, and Sherry has chosen white.

Because children don’t use negligee, there wasn’t one of her size.
For this reason, Sherry had to choose next best size available there.
It was a little oversized, so much that the skirt became a long skirt.

But it’s negligee, so it’s size isn’t a concern.

Having done with the clothing store in the Imperial Capital, we head

to the Merchant Guild in Quratar town.
We come to a halt at the entrance, and a man different from yesterday approaches us.

“What business might you have at Merchant Guild?”
“Mainly auction.”
“I’m Luke, a broker. May I entertain you, if you don’t mind?”

Luke Acid | Male | 28 years old
Armor Merchant Lv2
Equipment: Sacrificial Misanga
(TL: Misanga)

Oh, an Armor Merchant.
He may seem to have low level, but he is actually young for his job.
To be an Armor Merchant, you need to be at least Explorer Lv30.
It’s quite difficult.

“Seems fine to me.”
“Well then, this way please.”

We are led to a room inside the guild. It looks similar to the one from yesterday.
The broker goes to sit across while Roxanne and Sherry sit next to me.

“I’m Michio.”
“I recall you visiting the guild yesterday. Was there no order placed?”

I was seen, it seems.

“No, there wasn’t.”
“There is a waiting room on the left from the entrance. In case the placed order has been filled, the auction results are posted on a bulletin there. Otherwise, the broker personally visits you to annul the placed order. “

I see.
There is such a rule in place.
There seems to be solidarity among brokers.

When a person comes to Merchant Guild, a broker approaches the

person, and it leads to new customer relationship.
This is to ensure that their interests are protected.

This way, every broker has equal chance of gaining a new customer.
If a person could talk freely to any broker, there would be a race to win customers, leading to shrinking commission.

“Was I approached by a broker, both yesterday and today, because I was standing at the entrance?”
“Ah, not at all.”
“Yesterday, I talked to a broker named Laurel. Don’t you mind?”
“If there was no order placed, I don’t mind.”

I thought it would be considered inappropriate to switch brokers, but it doesn’t seem to be the case.

“Then there’s no problem.”
“So what kind of order do you want placed for the auction?”
“Both purchase and sell.”
“In regard to buying, we, brokers, are receiving many purchase orders. So, what kind of item do you want to buy?”

As expected, he wants to lead me into buying first.
But I can’t always be there to attend the auction.
Therefore, those who are new, like me, understand the need for brokers.

“Kobold Monster Card.”
“The day before yesterday, there was a successful bid of 5,200 Nar for a Kobold Monster Card. However, the buyer seems to be broke now, and the order stands annulled. It’s slightly high, but I can try to bring it down a bit. The day before that, there was a successful bid of 5,400 Nar.”

The broker answers quickly without looking at his notepad.
He seems to be an excellent broker.

Because I have already used Rabbit Monster Card, I can’t get Incantation Interruption skill, even if I buy Kobold Monster Card.
It was merely a question to cross check the information I obtained yesterday. To have all successful bids memorized passes him for

further business.
He also pointed out to buy at 5,200 Nar.

“It doesn’t seem to be good time to buy. Oh well, let’s talk about selling then.”
“What would you like to sell?”
“Six Copper Swords of Obstruction.”
“Oh, is that one over there a Master Smith?”

The broker takes a glance at Sherry.
He can tell at a glance that she’s a dwarf.
Hair and short height aside, there’s not much of a difference between a dwarf and a human.

“That’s correct. She’s Sherry.”

I introduce Sherry to him.
I thought she would introduce herself, but she remains silent.
Although I don’t know etiquette of this world, it can’t be much different, right?

“There are two options available to you. First, I buy the items from you right now. Second, I notify you when I find the best opportunity to sell. commission shall be charged in latter case.”
“Can you tell me the estimated time?”

I wasn’t informed of this option yesterday.
Isn’t it better, if I’m notified when it’s best to sell?
But it isn’t any better if I’m selling at the bargained price.
You can’t expect to sell at the same price as the price which you buy at from a broker.

“Even I can’t tell you when the best time to sell will be. If you’re in a hurry to sell, I suggest you to sell to me right now.”
“I’m not particularly in a hurry to sell, but I’m wondering if it would be better to sell to you right now.”

It’s possible to sell for higher, if I wait.
On the other hand, if I sell right now, I can invest the money I receive in upgrading our equipment.
Selling early seems more beneficial, even though I might be selling

for less.
It's not like it'll grow, if kept in Item Box for long.

"As you may already know, Copper Sword of Obstruction is quite useful on lower floors of labyrinth. For this reason, it's used by young knights in training, so there's quite a demand in the Order of Knights for a set of six."
"I don't have that sort of connections."
"But I have, so it's better for you to sell to me."

From what the broker said, it would indeed be better for the Order of Knights to buy it directly, rather than from the auction.

The broker knows well that I don't have any connections in the Order of Knights.
So there's no risk for him in suggesting it to me. Rather, it improves his credibility.

Still, he's an excellent broker.
He surely has connections in the Order of Knights.

I look at Roxanne and Sherry.
They don't seem to have any objection either.

"How much can you buy these swords for?"
"15,000 Nar for one sword. For a set of six, however, I can give you 100,000 Nar."

Price isn't much different from yesterday.
Is this the market price?

"How about 18,000 Nar for one sword?"
"That's too much."
"17,500 Nar?"
"I'll buy six at 17,000 Nar apiece."

The price hardly went up, but it's alright.

"That would do, I guess."
"Thank you. Do you have the swords with you right now?"
"Yes, in my Item Box."
"Okay then, let's have a Weapons Merchant appraise it. Because

I’m an Armor Merchant, I can’t do it myself. Please be at ease, the appraisal charge is on me. As soon as we have confirmation, I’ll make the payment.”

The broker stands up.
We stand up as well, and go out of the room with him.

“We had already decided to sell these swords, so there’s no problem.”
“Okay.”
“I was able to make a set of six only because of Sherry. Thank you, Sherry.”

While the broker was distracted, I take out six Copper Swords of Obstruction.
Because I would have to recite incantation in front of the broker, it would be troublesome.

The broker comes back with a Weapons Merchant.
This Weapons Merchant is probably a broker as well.
The Weapons Merchant picks a sword up from the table, and checks it out.

“All six are unmistakably Copper Swords of Obstruction.”

The Weapons Merchant confirms, then leaves.

“There doesn’t seem to be any problem. I’ll buy then, six swords at 17,000 Nar apiece. Because this is our first transaction, however, and I look forward to more business with you, I will give you 132,600 Nar.”

The broker opens his Item Box.
He puts six Copper Swords of Obstruction into his Item Box, and takes out gold and silver coins.
13 gold and 26 silver coins.

30% bonus. Wonderful.
It was effective because of negotiating price for one sword instead of for a set of six.
As planned.

“Well then, if there’s some cheap Monster Card available in future, I would like to buy it. Is it possible?”

I receive the money, and put it in my Item Box.
While putting it in, I talk about future business.

This man, Luke, is an excellent broker. And because he’s an Armor Merchant, 30% bonus will be effective.
Isn’t it better to do business with him in future?

It’s an absolute advantage to be able to identify empty skill slots on weapons using Appraisal.
Monster Card Fusion is possible without any fear of failure.
I have decided to auction off weapons with Monster Card skills attached from now on.
If it’s difficult to do it by myself, I will do it through a broker. There’s no helping it.

Actually, there’s an advantage of not exposing myself by doing it through a broker.
Because it’s a business secret, Luke won’t talk about his trading partner.
Market price won’t fluctuate either, if I sell in small quantity, rather than in bulk.

Not a bad deal for either of us.

“Monster Card?”
“That’s right.”

Luke gazes at me and Sherry with a doubtful look on his face.
Alternating his gaze between me and Sherry.
I wonder what it’s about.
Did I say something strange?

“Well, you do have experience and skill, I can see.”

Luke shakes his head slightly.
He thinks that Sherry is the one to successfully make six Copper Swords of Obstruction.
To be able to successfully fuse six times is considered quite an skill.
There’s no use in going out of the way to point out that she fused

only one of these six swords.

Experience huh?
Sherry's ears are pointed, which is a feature of a mature dwarf female.
It's a relief that he didn't straight out call her a hag.

"Of course Sherry is skilled."
"If you intend to buy a cheap Monster Card, to fuse it with a weapon, and sell it elsewhere for higher, I won't recommend you doing that."
"You should fuse Monster Cards with only equipment of your own use, and auction off equipment that you don't have any use of anymore. After all, there has been no precedent of a Master Smith who can successfully fuse Monster Cards with certainty."

I see.
There are many competing Master Smiths, and there are many who fail at it.

Monster Card Fusion is a gamble.
If successful, you're in riches.
Actually, even if you're successful but you don't have connections, part of the profit goes to broker, which is harsh.
With big dreams, Master Smiths try their luck, but most of them fail in the end.

"It's a popular belief that success rate of Monster Card Fusion increases, if Master Smith is skilled."

Sherry comments.
Because it's Sherry who'll be responsible for fusion.
She seems anxious.

This, however, is in my favor.
Because success rate doesn't seem to be dependent on the level of a Master Smith.

"Don't worry, I won't ask you to do something unreasonable."

I reassure Sherry.

“Is that so?”
“I don’t plan on taking any gamble. I only want to upgrade our equipment.”

I explain to Luke as well.

“Well, it’s my job, i’ll gladly be the broker. Because there’s extreme competition, however, getting a Monster Card for cheap would be impossible. What would be the acceptable price to you?”

He seems to be willing.
I have at least 130,000 Nar available.
There’s no problem in that regard.

“As long as it’s less than the going rate, there’s no problem. I’ll leave the decision to you. Go for Insect-Eater Pincer Plant first.”
“MP Absorption?”

Sherry asks. I nod to her in confirmation.
Insect-Eater Pincer Plant Monster Card.

“That, and Rabbit Monster Card, even if it’s a little expensive. After that, go for Kobold Monster Card.”

Bonus points from Durandal can then be allocated toward increasing Gained Experience.
That should be our first objective.
Incantation Interruption is useful too against Needle Wood Lv8.

“Insect-Eater Pincer Plant and Rabbit Monster Cards?”
“Is there anything else?”

I ask Sherry.

“We can also buy Caterpillar Monster Card to make Sacrificial Misanga.”

Luke is wearing a Sacrificial Misanga too.
When you get attacked, does it sacrifice itself for you?

“Caterpillar Monster Card… okay, added. This might end up on higher side.”
“Well then, there will be commission of 500 Nar. You’ll have to pay it

in advance. When there's a successful bid, i'll send a messenger over. When you visit Merchant Guild, please proceed to the waiting room, and ask the representative of the guild to call Armor Merchant Luke."
"Alright."

I take out 5 silver coins, and hand over to Luke.

"Well then, I look forward to more business with you."

Luke bows, and finishes the talk.
Pressed by his words, I leave the room.

"That man was strange."

Sherry says immediately after leaving Merchant Guild.

"Strange?"
"Even if it's a bonus, why quote such an odd figure as 132,600? No matter how much I think about it, I can't understand."
"Ah, I see."

From a third person's point of view, it would indeed be an odd figure. It's natural to be suspicious about it.

"He is a broker after all. It's better to not trust him too much."

Sherry has some distrust toward brokers, it seems.

"Thank you for your concern."
"No, it's nothing to thank for."
"Still, thank you. I'll be more careful doing business next time."
"He must have realized the splendor of master, that's why he gave that bonus."

It would be better for Roxanne to have some distrust toward brokers too.

Chapter 60 - Smithery

“So, what kind of equipment is Sacrificial Misanga?

It caught my interest, so I ask Sherry.

“It’s an equipment that may receive enemy’s attack in your stead.”
“May receive?”

Does it have certain chance to proc?

“Basically, it activates against strong attacks, when there’s a clear difference in your strength and your enemy’s strength. Therefore, it activates more on higher floors. It’s hardly seen activating on lower floors.”
“I see.”

So then, is there certain condition for it proc?
For instance, when the attack is expected to reduce more than half of remaining HP?
Or when the attack is expected to reduce HP down to 0?
It’s undoubtedly a useful equipment.

“It receives the attack in full, without passing any pain on to the user. It’s, however, disposable. When it substitutes for you, and receives the attack, it breaks thereafter. For this reason, people who engage in close quarters combat rarely use it. It is preferred more by Wizards, and those who visit labyrinth once in a while.”

Well, it’s only logical for it to be disposable.
An item that can invalidate an attack, and not still be disposable, would be broken.
Oh well, it would be a waste to confirm the condition for it to proc, if that’s the case.

“How about someone like Roxanne, who’s expert at dodging, equip it?”
“No, master should be the one to equip it.”
“It would be a waste on someone like me, who keeps receiving

enemy's attacks."
"I heard of a story once, about how a Misanga saved its user's life. Master, you have to equip it no matter what.

Roxanne insists.

"I understand. We are yet to make it."
"Umm… I'll do my best."
"I have trust in Sherry's hands."
"It's believed that success rate is high, if Master Smith is skilled."

I heard it earlier.

"Is that so?"
"It is believed that success rate is high, if Master Smith is skilled. The great scholar of the past, however, found no difference when he conducted experiment."
"Really?"

Sherry replies to Roxanne.
The great scholar of the past has already conducted an experiment in that regard, it seems.
I'm not sure anymore who's right.

"So, it's a useless equipment?"
"It's not useless just because it's disposable. Misanga is the cheapest equipment in an armor shop. Because it doesn't have any defensive capability, it's not sought after much."
"then there's no regret even if it breaks?"

When a Sacrificial Misanga receives an attack, it breaks.
No matter which equipment you attach Sacrifice skill to, it'll break upon receiving an attack.
It's a waste attaching Sacrifice skill to a valuable equipment.

"It's the simplest of accessories. It's made of no more than one thread. For this reason, it's the first thing a Master Smith makes for practice purpose."
"Practice? Why don't you make one too, Sherry?"
"Thank you. However, like I said earlier, Misanga don't sell for much in armor shops. Were Master Smiths to buy thread from the guild,

they would actually be incurring loss. Therefore, they visit labyrinth instead to hunt Green Caterpillars for thread. One in the morning and one in the evening, they make Misanga as part of their training."

They can't make Misanga in bulk due to limited MP.
For this reason, they make one in the morning and one in the evening.
At the same time, they hunt in labyrinth to level up.
It seems to be a good training regimen.

"Because we had to sell Copper Swords of Obstruction, I need another sword to replace it. Can Sherry make one?"
"Umm… I'm sorry. I don't know how it happened last time, but it's not possible for now. I first need to practice making Misanga, and then gradually move to more difficult items."
"I see. So it's unreasonable to start making difficult items from get go."
"I'll try my best to be of help to you as soon as possible."

Just because you've become a Master Smith, doesn't mean you can make anything, it seems.
Is low level the issue? Or limited MP?
Because I have set Gained Experience option to 20x, Sherry will level up quickly.

"Don't worry, you have already succeeded in fusing Monster Card once. Let's go to a weapons store, and buy a sword."

On our way back from Merchant Guild, we enter a weapons store.
I look around for swords.

I can't afford to carry Durandal around with me all the time.
Because I'm not a Wizard openly, I can't carry a wand around either.
Another sword is a must.

Because I would rarely use it in action, should I just go with a Copper Sword?
Or should I go with something that looks nice because I'll be carrying it around?
Without Appraisal, I can't even tell an imitation sword from a real one.

Next up from Copper Sword should be Iron Sword.
Would an Iron Sword do?

Iron Sword | Two Handed Sword
Skills: Empty | Empty

Iron Sword | Two Handed Sword
Skill: Empty

While looking around, I see an interesting Iron Sword.
It has two empty skill slots.
Which isn't found on many.

Every Copper Sword I saw had only one skill slot.
Which means Iron Swords can have a maximum of two empty skill slots.
Just like Roxanne's Scimitar, which can have up to two skills attached to it.

Scimitar | One Handed Sword
Skill: Empty

Out of curiosity, I check one out.
It has one empty skill slot.
That's only the first. There are many others.
Two seems to be the limit for Scimitar too.

Steel Sword | Two Handed Sword
Skills: Empty | Empty | Empty

Is Steel Sword next up from Iron Sword?
Steel Swords seem to have a maximum of three empty skill slots.
There's a Damascus Steel Sword too, but it's kept in the innermost part, not on display in the shop front.
Is this the best item of this shop?

I check it out from distance. There's no empty skill slot on it.
It'll be pretty expensive from the look of it, and there's no empty skill slot either, so it's of no use to me.
Do I go with Iron Sword after all?

There's no need to make a quick jump to top tier weapons.

For now, I would just attach a suitable skill to a passable weapon. When I no longer have any need for it, I would simply sell it.
When there's a successful bid for Monster Card, I would have to sell some spare sword anyway.

I bought a Copper Sword and an Iron Sword.
Both have empty skill slots. That goes without saying.
The Iron sword, in particular, has two empty skill slots.

Having two of the same item saves space in the Item Box. Unfortunately, I realized that after having bought the swords.
In the Item Box, same items can be stacked in the same spot.
For Copper Sword and Iron Sword, however, I have to use two different spots.

Well, because I'm not short on space anyway, I don't particularly mind.

"Is Steel Sword better than Iron Sword?"

After we were out of the store, I ask Sherry.

"Yes. The order is copper > iron > steel."
"Because steel is made from iron?"
"Eh?"

Sherry suddenly comes to a halt.

"Eh?"

Oh shit! Did I say something weird again?
It's a relief that I wasn't heard inside the store.

"Err… is steel really made from iron?"
"It isn't?"
"Normally, iron and steel are both dropped by monsters."
"Is that so?"

Surprisingly, Sherry's eyes aren't cold this time.

"The great scholar of the past left the technique of making steel from iron. The technique, however, has been lost with time. There is no way of making steel from iron now. Do you know how to make it?"

“No, I don’t really know the method.”

Steel is made from iron after all.
I’m safe.
I’m glad I’m safe.

“Is that so? Still, steel can be made from iron after all.”
“Also, is Damascus steel the same?”
“Can it be made from iron?”
“Probably. It’s only speculation.”

It might be different in this world, so I can’t say with certainty.

“Damascus steel is dropped by Lem Golem.”
“Is Damascus steel better than steel?”
“Yes. It’s next only to Orichalcum.”

Orichalcum?

“As one would expect.”
“Do you know how to make it?”
“Not even in my imagination.”

It’s a legendary metal after all.
It might not even exist on earth.

It’s a relief that next up from Damascus steel isn’t depleted uranium.
Actually, Orichalcum might be depleted uranium itself.

“Is that so?”
“The weapons store didn’t have any Orichalcum Sword.”
“It can only be obtained through auction or connections. It can’t be bought from an ordinary weapons shop.”

It might even be the best item of the whole auction.
As one would expect of Orichalcum.

Later, we went to hunt Green Caterpillars on floor 2 of Vale town labyrinth, to stock up on thread.
We will try to make Misanga before dinner.

“Well, I’ll start then.”

Sherry has a thread in her hands.
She places the thread between her palms, and casts Create Armor.
While reciting the incantation, her hands start glowing.
Just like during Monster Card Fusion.

“I see. So it’s made like this.”
“It’s my first time seeing someone make an equipment.”

Roxanne is impressed as well.
The light finally subsides.

Misanga | Accessory

A Misanga appears on Sherry’s hands.
The skill seemed similar to those heard of in magical stories.
Just like Monster Card Fusion, it consumes MP.
The materials are converted directly into equipment through magic.

“Is there no possibility of failing when making accessories?”
“If you don’t first gain experience by making simple items, you’ll fail in trying to make difficult items, even if you’re skilled.”

Sherry answers.
Her remaining MP seems to be adequate.
That’s expected, considering she’s Master Smith Lv6 now, unlike last time.

“Is that so?”

I receive the Misanga.
Although it was made through a skill, it’s only a braided thread.
Plain.
Should I wear it on my wrist or ankle?

“A Master Smith is considered successful only when they can make a Sacrificial Misanga from a Misanga on their first attempt.”
“Really?”
“That’s just a popular belief among Master Smiths, nothing more.”
“Popular belief?”

So it’s like that.
Unfortunately, the Misanga Sherry made just now doesn’t have any

empty skill slot.
In other words, she can't make a Sacrificial Misanga from this Misanga.

According to what Sherry said, a Master Smith is considered successful, if they can make a Sacrificial Misanga from a Misanga on their first attempt, and aren't considered successful, if they can't make a Sacrificial Misanga on their first attempt. However…
However, what if they first make one with empty skill slot, and then make Sacrificial Misanga? Would they be considered successful in that case, if they make a Sacrificial Misanga on their first attempt?

If not, Sherry would be called a failure.

Sherry isn't a failure.
She is absolutely not a failure.
Sherry is so cute, she can't be a failure.
Sherry is undoubtedly an excellent Master Smith.

"Even Monster Card Fusion isn't successful every time for a Master Smith. To make a Sacrificial Misanga from a Misanga on first attempt is purely luck. It has no relation whatsoever to whether a Master Smith is successful or not."

If a Master Smith had 100% success rate of making equipment with empty skill slots, their Monster Card Fusion success rate would be 100% as well.
Because fusion would be successful, if they make such an equipment.

That fact, however, isn't known to other people.
Because that fact isn't known to them, they don't realize how absurd it is for a Master Smith to successfully make equipment with empty skill slots 100% of the time.
Every Master Smith probably has certain success rate of making equipment with empty skill slots. I'm, however, not concerned about that.

"Because this is the first equipment Sherry made, I'll have this for myself."
"But it's only a Misanga, it doesn't have any defensive power."

“It’s useless?”
“No! Umm… thank you. If you wear it, I’ll be really happy.”

Sherry lowers her head.

Still, that popular belief is unsettling.
If someone says ‘I’ll curse you,’ you would be worried, even though you know there’s no such thing as curse.
If you’re alone in the dark, you would be afraid of ghosts, even though you know there aren’t any.

Let’s hope we can get a Misanga with empty skill slot, before we get Caterpillar Monster Card.
So I thought, even though I know that a wish rarely comes true.
Is it really useless?

I wrap the Misanga Sherry made around my right ankle.
I tie a bowknot, to make it easy to untie.

Kaga Michio | Male | 17 years old
Explorer Lv 33 | Hero Lv31 | Wizard Lv33 | Monk Lv32
Equipment: Leather Boots | Misanga

If it could have the skill attached, it would receive enemy’s attack in my stead, giving me a shot at victory.

Chapter 61 - Genghis Kahn

Today's dinner is a Mongolian mutton barbecue.
TN: There is apparently a Japanese mutton & vegetable dish named after Genghis Kahn.

We don't have the special pan for it, but it's a Mongolian mutton barbecue.
We don't have the special sauce for it, but it's a Mongolian mutton barbecue.
We have the goat meat that we got from defeating the boss, it's a Mongolian mutton barbecue.

We prepared two sheets of iron, and a wooden stand.
One sheet of iron is put on the wooden stand, an arrangement of stones is put on it, and the second sheet of iron is placed on that.
Charcoal is put between the plates.
The charcoal is set on fire, and the meat and vegetables are cooked on the top plate.

It looks like Teppanyaki. TN: Japanese cooking on a steel plate.
I'm really very thankful.

It's a Mongolian mutton barbecue.
Even though I used an original fish sauce, and a different kind of meat, it's a Mongolian mutton barbecue.

Since I said that it's a Mongolian mutton barbecue, today's dish is Genghis Khan.
The vegetables have been seasoned with the juices from the meat, so it's roughly about right.

"It's finally done."
"Thank you, Master."
"Thank you."

When it's cooked, I serve it up.
It's my duty as Master to serve meat.

I'm like a cool parent.
Well, neither Roxanne nor Sherry can use chopsticks.

We have a stew which Roxanne made, a soup that Sherry made, and the bread that I bought.
You could say that it tasted quite good.
Yesterdays adventures became today's provisions.

"It's delicious."

Since Roxanne said the taste was good, today's meal is a Mongolian mutton barbecue.
TN: In case anyone didn't notice, it's a Mongolian mutton barbecue. :P

The meat and vegetables are both delicious.
Grilled meat on the dinner table, and two beautiful women to talk to, while enjoying the Genghis Kahn.
It's a luxury the same level as Lieutenant General Mutaguchi had with his Geisha's on the battlefield of Maymjou.

"Why did you become a slave Sherry? Can you tell me?"
"Well…"
"Ah, you don't have to talk about it if you don't want to."

I casually asked about it in the conversation.
They don't seem to have had the same problem as Roxanne, since they had books in their house.
I think this time it's okay to ask.

"My older brother was injured in the Labyrinth."
"An injury?"
"My father doesn't have much talent, so my older brother was relied on as the income for my house."

Sherry's grandfather seems to have been quite good and prosperous.
Sherry's father ruined things, he might not have had talent, and might have lost respect since he brought on the family's downfall.

"We went into debt to buy medicine for the injury."
"Can't the injury be cured if you buy a high ranking ointment?"

I agree with Roxanne's opinion.

"That's right. I believe they sold me to cover the amount spent on the medicine."
"They couldn't stay in debt?"
"When you borrow money, paying it back becomes difficult. A little debt can become bad pretty quick. I didn't want that to happen to my house."

That's how it is?
You can't get out once you're in.
The interest rates must be high, and the collection methods severe.

"It's a house like that."
"When you borrow money once, you need it straight away, it's a small amount of money at first, but it becomes big if you don't repay it quickly. If it gets like that your family will fall apart, thus it was suggested that I become a slave before it got that far."
"Did you suggest it yourself?"
"Yes."

It was the rational choice?
Thinking about the situation, it was probably one of the best options.

"That's great."
"Yes, it was the best option. I had already failed to become a Master Smith, and a Shrine Maiden. I could also learn Brahim if I became a slave since most of the people who buy them speak Brahim."
"Brahim?"

That's an advantage to becoming a slave?
In this world, if you can speak Brahim, you can get a variety of jobs.
For Sherry, the chance to learn Brahim after becoming a slave is a benefit.

"My younger brother & younger sister are still small, and the older brother that supports the family can't be sold, so it's the best option to sell me."

Can't your father be sold?

Or did the father say that a daughter without talent would sell at a better price?

“I see, well you’re part of our family now, so please do your best in the future.”
“Of course. Thank you for looking after me.”

Roxanne just treats it like it’s natural.
Get more meat. Eat meat.
I pass some meat to Roxanne.

The Genghis Kahn seems to be quite popular.
I’d notice if there was a decrease in anyone’s health.
The three of us continue to eat until we run out of food.

It’s sad that we don’t have any Chow Mein to go with the meal.
I didn’t think of it, I could have prepared some earlier.
There are noodles like pasta in this world.
If I used those, there’s a good chance I could make it.

I’m not sure if I could make Chow Mein by adding the fish sauce to the pasta.
Thinking about a failed dish gives me a fright.
I’ll have to be careful when I try it.

“No need to thank me. Come to think of it, is explorer a good job for a slave’s master?””

I was curious about it when I bought her.
Roxanne said it was good, but is it really?

“Um, is it fine to say it?”
“It’s fine, because he’s our Master.”

Roxanne supports her.
Is it hard to talk about?
Will they try and change the subject?
Is it hard to say something bad about your Master to your Master?

“Well, there are three things that a slave wants for a good place to work.”
“Three?”

“The first is to be bought by a millionaire. It’s the most liked and you’ll do your best to get a position there. The treatment and environment are normally good, and slaves in places with large numbers of slaves have a chance to get a better standing.”

Maybe in places with large numbers of slaves, some are given the job of directing the work of the other slaves.
A different job like a warden or something.
Is it like comparing a large company to a small or medium size company?
Is it something different?

How about the first slave in a place with only two slaves?

“Oh, I heard that too.”
“Roxanne as well?”

Since Roxanne and Sherry both came from the same place, it isn’t surprising if they have heard the same things.

“I’m not sure exactly, but there’s a good chance of becoming a concubine. If you become a very wealthy concubine then you can live a carefree life.”

Yes.
Roxanne, I’m extremely happy I got you.

You need to be good looking to become a concubine.
The slave trader was probably trying to promote Roxanne as a concubine.
Thus Roxanne would have heard that story.

“Well. It would be nice to be bought by a millionaire, but a lot of luck would be necessary for that to happen.”

I return the conversation back to the original story.

“Of course it’s quite rare. People who become a slave like to have hope, there’s a lot of people who dream of being a rich person’s favorite.”
“Escaping from reality?”

To stand out from the large number of slaves, ability and fate might be necessary.
If you've become a slave, you have no luck.

"Another good position is being bought by someone who has lost their wife, instead of looking for a new wife."
"There's stories like that as well?"
"If you re-marry you might have trouble with succession and inheritance. If you buy a slave from a different race then you won't have that problem. Your children will recommend that you buy a slave to avoid trouble."
"Like a nurse maid?"

They have that problem in this world.
The family has money because they can buy a slave.
Later on there will be troubles with inheritance.

"When the person in question dies, they will often free you from slavery in their will. Someone buying a slave as a second wife looks for a certain age. Slaves who have been worked for a long time are not that beneficial to re-sell."
"That seems a reasonable choice."
"People who become Masters are normally successful, calm people, and looking after them in the future isn't bad."

You'd be troubled if you treated someone meant to look after you badly, so they probably get good treatment.
Otherwise they'd get revenge on you if you became bedridden.

When you become senile, you'd like a slave to look after you.
You don't want a slave stealing your money.
A slave who has been treated bad will probably treat you bad.

However, I don't think that someone suffering dementia would live long in this world with their medical care environment.
It's not like modern Japan.

"Finally, Third is when a slave is bought for the Labyrinth."
"There's quite a difference with the others."

Well, it's still a natural choice.

“Slaves for the Labyrinth aren’t much different to other slaves at first, however they will improve their strength and combat techniques quickly. It’s hard work, but they won’t be treated badly either.”
“I see.”

Slaves who work on farms or in mines aren’t worth as much without skills in the trade.
There’s not much chance to earn anything from their Master either.

Slaves who enter the Labyrinth have a definite path of improvement.
And it’s not impossible for them to surpass their Master’s.
Actually, they’d always be in the same party.

If their level goes up, their strength goes up, and their treatment gets better.
There’s less chance of dying in the Labyrinth if you get stronger, and getting rid of a slave after you’ve put effort in to making them stronger isn’t a good idea.
Even if the slaves level is in the single digits, eventually they will still go up to 40 or 50.
The change is that big.

“Only because it’s you, I’ll tell you that if a slave who isn’t treated right becomes strong then they might approach other people asking for them to buy them.”

There’s a trick like that as well?
Then I need to look after my workers.

That’s how things are here.

“In other words, in the future I’ll have to look after you two well.”
“No, no. I only mentioned it because it’s you, Master. I don’t have any interest in talking to approaching other people.”
“No, me neither.”

Roxanne and Sherry’s level will go up fast.
Replacing them with other slaves would be difficult.
It’s also not profitable to replace them.

“I would rather die than be bought by someone other than Master.”
“Me too.”

A replacement would not be at the same level of strength, and income would change.
If strength changes, our progress would go backwards.

“I am very happy with my treatment.”
“Yes, I am too.”

It’s bad.
I’m indebted to Roxanne.
I wouldn’t have gotten this far without her.
How will things go in the future?

“It would still be fine even if the treatment was worse.”
“That’s right.”

There’s no such thing.
A slave who surpasses their Master shouldn’t exist.
It’s not real, it’s not real, it’s not real.

“Well, about the treatment of you two, I want to review it.”
“Yes, Master.”
“Certainly.”
“I’ll look at it quite thoroughly.”

It might be good to give their treatment a review.
Having two people, I am painfully aware that I am the Master.

“First of all, eating the same food as Master is very good treatment.”
“Not really, you’d be unable to fight if you didn’t eat.”

It’s just smart.

“Normally we wouldn’t eat together.”
“That wouldn’t be efficient.”
“Normally Master would be seated at the table, and we’d eat off the floor.”

From the floor.
Is that normal?

“That seems like a hassle.”
“Then, cloths. Normally we’d wear worn out cloths.”

“That’s true. Our cloths are too nice for a slave to wear.”
“The cloths? I got them because Roxanne & Sherry are beautiful.”

They sigh.

“Ah, Thank you Master.”
“Thank you.”
“Cloths don’t count. I’m happy to keep you beautiful. It isn’t to show off to others, I’m dressing you up to please myself.”

I shake my head.

“Thank you, but the cloths and food don’t count.”
“Then the living area.”

The living area.
From food, clothing & housing, the first two don’t count, so only housing remains.

I display my pride as a Master with my house.
The house is enough to make two people think of me as Master.
In my house, I can show off being the Master.
Here they can see things from my perspective.

“What about it?”
“Sleeping in the same bed as the Master is amazing.”

What… huh…?

“…that’s not counted.”
“It’s amazing to be able to take a bath with Master.”

Why?

“No… that doesn’t count either.”
“It’s also amazing that Master would wash a slaves body with soap.”

Well.
That’s my enjoyment every day.
Why wouldn’t I do it?

“Nope… doesn’t count.”
“Then, there’s more.”

Stop Roxanne! My HP's dropped to zero!

"Yes. Well, after reviewing the treatment of you two I want to make a notification."
"There will be no change to the current treatment."
"I'll keep it in mind for the future though."
"We'll review it again some time, and it was good that we reviewed it now."

My head aches from trying to follow Sherry.

Chapter 62 - Day off

Next evening. We are at Quratar town Adventurer Guild to sell some items. The lady at the reception calls out to us.

“Excuse me. Are you an adventurer?”

What is it about? I wonder.
Whatever it is about, I’ll just deny it.
So I thought, but then I reconsider.

I always use the wall of this Adventurer Guild for Warp.
This reception lady must’ve seen it too.
Only Field Walk, a skill exclusive to adventurers, uses walls. Therefore, I must be an adventurer.

“Yes, but I’m not a member of the guild.”
“That shouldn’t be a problem. Actually, the Harz duchy in the north has seen heavy rain in recent days, resulting in massive flood. To transport relief supplies, they’ve solicited the strength of adventurers. Due to urgency of the request, however, we aren’t able to muster up enough numbers. Would you be willing to lend us your strength?

Disaster relief?
Because I’m not an adventurer, I want to decline. However…
However, I visit Quratar town Adventurer Guild everyday. It won’t be good for me to be seen as a selfish person.
Well, shouldn’t I help out with disaster relief then?

The only problem is, they may ask to check my Intelligence Card.
If they check it out, they’ll find out that I’m not an adventurer.
Because the matter concerns a guild and a duchy, background check of the participants shouldn’t come by as a surprise.
Well, shouldn’t I just avoid this unnecessary risk then?

“Well…”
“…Umm”

I look behind me. Roxanne is pushing at my back.
I'm trying to decline, but…
But the atmosphere tells me not to.

Sherry smiles wryly.
Because she knows that I'm not an adventurer.

"The guild has arranged for an allowance of 1,000 Nar for one day, that is tomorrow.
"That's not the problem. Exactly what kind of work are we required to do?"
"To transport relief supplies to the villages that have their routes cut off due to flood. That shouldn't be difficult for adventurers. The guild has asked for security from the Harz duchy. The order of Harz duchy knights will be responsible for safety of the adventurers. Security, therefore, shouldn't be a concern either."

Although villages and towns in this world may seem to be to some extent, they're not completely self-sufficient.
That merchant too, from the village where I first woke up in this world, procures various items from Vale town.
The transportation system here shouldn't be as advanced as modern Japan's.
When disaster strikes, it collapses.

That's when adventurers come into the fray.
Even if routes have been cut off, adventurers can transport supplies through Field Walk.
Quite a facility, if you ask me.

"Hmm…"
"Elves normally look down upon humans. However, the identity of the participants of disaster relief doesn't matter."

Oh, so my identity won't be questioned.
That matters to me the most.

When you're struck with disaster.
You accept help, regardless of where it comes from.
I have no idea why elves look down upon humans, but the identity of the participants won't come into question.

Apparently, there's a majority of elves in the Harz duchy.
That I'm a human, however, concerns me the least.
But the reception lady probably thinks that I'm concerned about that.

If they won't require me to tell them of my background, I don't have any problem with accepting to participate.
There's no apparent difference between Warp and Field Walk. If they don't look at my Intelligence Card, I won't stand out.
In fact, if I refuse to help out in an emergency situation such as this, I may come into notice.

"I understand. What do I have to do?"
"Please gather here tomorrow in the morning after breakfast. The duke of Harz will have all the supplies and staff arranged for. It would be preferable for the adventurer to come alone. Please free up your Item Box as much as you can before coming here. Capacity of about 1,000 items should be enough. Transportation of supplies should be over by the evening."
1,000 items?
I'm afraid that Explorer alone won't suffice. If need be, I'll add Cook, Weapons Merchant and Armor Merchant.
Because of multiple jobs, I'm not worried about capacity.

I can't help but think it over.
I'm not doing this out of goodwill.
It'll be better for them to ask someone who'll be happy in helping others.

We return home, and decide on the plan for tomorrow at dinner.

"Tomorrow, I'll be away on commission from Adventurer Guild. After early morning exploration in Quratar town labyrinth, you two will be free for the rest of the day. It'll be best in my opinion. What do you think, Roxanne?
"A day off?"
"Yes, let's do it."
"…A-Ah, certainly. Thank you."

Roxanne is lost in thought.

"Would Sherry like to go visit the library?"

“Eh? But I can’t afford it…”
“I’ll give you the entrance fee and the deposit.”
“Are you sure?”

She asks me anxiously.
Deposit is 1 gold coin, if I remember.
But that’s fine because the deposit will be returned upon leaving the library.
I would be reluctant, if 1 gold coin were the entrance fee.

“It’s fine, as long as the deposit gets returned.”
“Th-Thank you.”

Sherry lowers her head.
Her voice, however, was lively.
Sherry said earlier that she wanted to go there.
I’m really happy.

“What would you like to do, Roxanne? Anything is fine. You don’t have to decide right now. You have tomorrow as well.”
“Because I want to be of help to master, like Sherry, I will train after returning from the labyrinth.”
“No, no, Roxanne is already a big help to me.”
“Thank you.”
“If possible, rest. Don’t try to do anything dangerous.”

To be able to hunt in labyrinth, you need training.
Because I have a person such as Roxanne, however, I don’t need training.
Also, she gets 20 times as much experience with me, so she doesn’t have go to higher floors alone.
It’ll be dangerous, if she goes to higher floors alone, and gets in trouble.

“Okay, then I’ll just do the cleaning as usual, and relax at home.”
“Please do that. Also, I’ll give you an allowance, so you can go shopping too.”

Roxanne is fond of shopping.
She may enjoy her time tomorrow, if she goes shopping.

“Allowance?”
“Sherry, would 5 silver coins be enough for entrance fee?”
“I heard it’s 100 Nar.”
“I’ll give 500 Nar to both of you. Use it however you like.”

My allowance for tomorrow’s commission is 10 silver coins.
It’s a lot now that I think about it.
It could be lower than the going rate because it’s disaster relief, but they’re hiring adventurers specifically, so the rate is high.
A half of that is more than enough for me for a day.

“Are you fine with it?”
“It’s fine. Roxanne has been a great help, so she’s free to do anything tomorrow.”
“Thank you, master.”

They may act carelessly, if there’s too much. On the other hand, they may get in trouble, if there’s too less.
With 5 silver coins, they can’t buy something really expensive, but they can buy enough.
It’s reasonable amount.

That night, they talked between them till really late.
It looked like they were having fun.
Because they were happy, I was happy too.

It’s morning now. I kiss Roxanne first as usual.

“Good morning, Roxanne. You’re always early to rise.”
“Yes, because I have to do the most important thing first in the morning.”

I have an idea what that most important thing is.
It might sound bad, but it’s actually something good.
Followed by Roxanne, I kiss Sherry.

“Thank you. You two stayed up quite late last night. Is everything alright?”
“Umm… did we trouble you?”
“Ah, no. Actually, your chat sounds like a lullaby to me.”
“So there’s no problem with staying up to talk.”

Afterward, we went to Quratar town labyrinth. Then after breakfast, I prepared to leave.
About Needle Wood, it shot magic only once.
Roxanne dodged it brilliantly.
And so, we avoided it without any trouble.

Sherry makes two Misanga in a day, one in the morning and one in the evening. By now, she has made four in total. She has yet to make one with empty skill slot.

“Well then, here’s 5 silver coins.”
“Okay. Then I’ll give 3 to Sherry because she has to pay the entrance fee.”

When I give Roxanne silver coins, she divides them between Sherry and herself.

“Ah, no. These are all yours. Sherry will get her own 5 silver coins.”
“Eh? That’s too much. Are you sure?”

They seem to think that 5 silver coins are for two people.

“It’s fine.”
“Thank you.”
“But the library entrance fee isn’t that much.”
“Sherry will spend all day reading, so you may get thirsty. You can use it then.”

I go to Sherry, and tell her.
Are 5 silver coins a lot?
I don’t understand the standards.

The cheapest room at the inn in Vale town costed me around 300 Nar.
Luxurious rooms would surely cost around 500 Nar.
500 Nar isn’t even enough for more than one day’s stay and meals.
Isn’t it actually less?

“Shouldn’t you be putting a cloak on?”

While I was lost in thought, Sherry advises me.
Why?

Was what I thought, but then I remembered.
It's not raining here in Quratar town, but it's flooding elsewhere due to heavy rain.

I didn't notice it at all.
Of course it would be raining there.
What would people think of someone who's part of disaster relief team in an area flooded with heavy rain without a cloak?
I was so close to disgracing myself.

"That's right. Thank you."
"Here, master."

Roxanne goes to the closet inside, and comes back with a cloak.
That's the cloak I bought back then.
I hand the key to the house over to Roxanne.
Because I always use Warp, this key is hardly ever used.

"Well, I'm off then."
"Have a nice day."

I put the cloak on, leave the house in Roxanne's care, and go to the Imperial Capital with Sherry.
At Adventurer Guild, I ask around for the location of, and then leave for the library.

The Imperial Capital's library was a white building made of marble.
A grand, elegant structure.
Magnificent.
As magnificent as a palace.

"Amazing."
"It surely is."

Sherry admires it in awe, and I agree.
It's in total contrast to Japan, where the government constructs buildings with minimalist exterior, but superb interior facilities.
Because it was in the Imperial Capital, however, it wouldn't only be the appearance that's magnificent.

Inside, there was a large lobby.
There was a wall to the side where adventurers were going in and

coming out from.
Field Walk can be used from there, it seems.

Further in, there was reception desk.
Entrance fee seems to be collected there.
Opposite to the reception desk was reading room.

“Thank you.”
“I’ll come pick you up from there in the evening. You’re free to use your time however you like. Once you spend some time here, you’ll get used to this place.”

I point to a location near the reading room.
Quratar town is in the west of the Imperial Capital.
When it’s sunset in Quratar town, it’ll be evening here.

“I understand.”

I see Sherry off until she was in the library.
She pays the fee at the reception, and enters safely.
Having confirmed it, I leave for Adventurer Guild in Quratar town using the wall in the library.

Disaster relief itself had no problems in particular.
We first gathered at Bode town, which is situated in the centre of the duchy.
From Bode town, I teleported to local villages with the adventurers of the Harz duchy.
Afterward, I added one of the duchy knights to the party, and transported supplies to the villages.

Since the supplies and staff were already arranged for by the duke, adventurers had not much to do.
The only thing they had to do was to use Field Walk.
In my case, it was Warp.
Because we were reciprocating between the imperial palace and the buildings in the villages, there was no need for cloak.

Except for some items, like rabbit meat, which needed to be carried in the Item Box, other supplies were to transported through Field Walk as luggage.

For this reason, I couldn't use the technique of partial body transfer to exchange goods.
Consequently, I had to make countless round trips.

The supplies which were to be carried in the Item Box were closely monitored.
It's not like I wanted to misappropriate those goods.
And there was a knight too with me.
Even if I wanted to, I couldn't do anything out of norm without getting my identity verified.

It's finally time to rest after making about a dozen round trips between the imperial palace and the villages.
I sit down on a chair to take some rest.
As expected, there was a clear decrease in my MP after using warp more than 20 times consecutively.
I lean sloppily on the chair.

There are many elves in the order of Harz duchy knights.
Handsome men and beautiful women.
Every one of them.
Damn it! All good-looking men should just go die.

There's a female elf of around 60 in my party. Even though she's beautiful, I can't just go and pull her into my embrace.
It would've been dangerous, had I selected Sex Maniac job.
They should've verified identity of the participants after all.

She's a beautiful woman with a youthful face. Although she's slim, she has just the right amount of meat in all the right places.
She's 58 years old.
She totally doesn't look that age from her appearance.
I look forward to 58 years old Roxanne.

While I was staring at the granny elf from my chair, someone comes in from the back.
Patrol?

The duke of Harz, Brocken North Braun Anhalt | Male | 35 years old
Holy Knight Lv14
Equipment: Orichalcum Sword | Sacrificial Misanga

Wha-
He's the duke!
He's a holy knight!
He has Orichalcum Sword!

Because of the hood of his cloak, I can't see his face.
He's walking about idly.
He has no attendants either.
Because he's inside the palace?

Did he come here for inspection?
I wonder if I should be leaning sloppily on my chair in front of the duke.
It may look bad.
Although I don't know etiquette of this world, I understand at least that much.

I stand up in a hurry, and bow.
Was it impolite?
I'm scared.

"To recognize me, even though I'm incognito — excellent, anonymous."

The duke approaches me, and whispers.
So as not to alert others.
I did something unnecessary, I guess.

To act rashly based only on Appraisal was a mistake.
He was patrolling incognito, it seems.
Because I was gestured so, I sit back down.

"Have you seen me before somewhere?"

The duke sits down next to me.
I have attracted unwanted attention.
Although he came here with his face hidden under the hood of his cloak, I bowed to him.
Had I not bowed, I wouldn't have been noticed.

"Ah, yes. Before…"
"I see."

I try to deceive him desperately. He simply withdraws.
It's not strange for a person such as duke to be seen before.
Actually, it would be bad for a lord to not show his face to his people.

"Your Excellency!"

Someone comes running in.

"Unfortunately, we can't talk here. Let's go elsewhere."

The duke confirms his surroundings, and leaves.
I seem to have been noticed when I bowed.

If possible, I don't want to follow him.
The duke advances quickly, in steady steps.

"I'm called Gozer, the leader of the order of Harz duchy knights. This way, please."

The man, who came running in, introduces himself.
He's an elf.
His ears are pointed.
And, of course, he's good-looking.

Cool.
Not only does he look cool, the way he acts is cool as well.
I wish I were cool too.
I wish I were dead.

Gozer North Braun Anhalt | Male | 46 years old
Grand Wizard Lv61
Equipment: Staff of Offerings | Sacrificial Misanga

As you would expect from the leader knight.
His level is quite high.
And he's not just any Wizard.
Is that an upgraded job?

"Okay."

The good-looking leader knight has asked me.
I have to go.

I can’t turn someone like him down.

“I will be borrowing adventurer-dono for a while.
“Understood.”

The leader knight informs the knight who was in my party.
We follow the duke.
The duke leaves the room, and quickly advances through the corridor.

There are some torches here and there in an otherwise dark corridor.
It would be darker than even labyrinth without torches.
Is it alright for them to let an anonymous adventurer visit such a place?
And I’m not even an adventurer.

After walking for a while, the duke opens a door, and goes in.
The room isn’t large, but is luxurious, and fully carpeted.
On the side, there’s sofa and a table. In the front, there’s a desk and chairs.
It looks kind of like a president’s office.

“We are in the room now. Suit yourself.”
“Thank you.”

What’s that?
To be allowed to see such a beautiful face, I’m extremely delighted.

I sit on the sofa.
Having taken off his cloak, the duke sit’s on the chair by the desk.

He’s an elf.
He’s handsome.
Cool.

I don’t know why do I have such a face.
I really should just die.

“It’s a private room, so don’t be courteous. Be your usual self.”
“V-Very well.”
“I dislike ceremonial words even more. You don’t have to be so

polite.”
“Yes, I’m grateful.”

More formal words are coming out.
Whatever, it’s getting translated that way.

“I’m grateful to disaster relief team for their assistance this time. I sincerely thank you.”
“Not at all.”
“This time around, raining season has coincided with snowmelt, resulting in greater damage.”

I see.
Is there flooding every year due to snowmelt?
Is that why the supplies and staff were arranged for so efficiently?

“Excuse my intrusion.”

When I was having conversation with the duke, the leader knight enters.

“Gozer? Have a seat.”
“Thank you. We are grateful to you for assisting us this time.”

Gozer bows his head, and goes to sit across from me.

“Are you fine with inviting an adventurer to the duke’s room?”

I try to confirm with the leader knight.

“We are inside the palace. In but a call, someone would rush immediately in. Also, both the duke and I are wearing Sacrificial Misanga, so assassination is highly unlikely.”
“Ah, I see.”

Sacrificial Misanga will receive first attack, if it’s life threatening.
In the meantime, guards will rush in, and prevent the second.
So it’s not necessary to always be guarded in the imperial palace.

“The nobility have the duty to rid their territory of labyrinths. If I can’t even take an attack from the front, I don’t have any right to keep the title, do I?”
“Ah, no. I didn’t mean that.”

What is this handsome guy even talking about?
Well, I did think about that, but…

“Even the best of the adventurers might lose to His Excellency.”
“No, I’m not that good.”
“Your Excellency?”

The duke tries to cover it up.
Because he knows that it’s mere flattery.

“Transportation of supplies to Tare village seems to have finished.”
“Tare?”
“Tare village is the farthest from here in the territory. As you may already know, Field Walk to far off places is strenuous. For this reason, I assigned three adventurers to Tare village alone. One of them has finished, but two are yet to reach half-way mark.”

The knight leader explains to me.
So it has finished?
Is that why you’re taking rest?

From what the knight leader just said, MP consumption of Field Walk varies depending on the distance.
Going to far off places takes more MP.
It’s natural to take breaks.

Is the MP consumption of Warp not dependent on the distance?
Or do I have a lot more MP compared to other adventurers because of Explorer, Hero, Wizard, Weapons Merchant, Armor Merchant and Cook.
If I remove Wizard job, my MP will reduce significantly.

Was it unnecessary to select these many jobs?
I thought of removing Hero job, but I kept it for contingencies.
Overwhelming will be vital in case of a surprise attack.
I can’t even begin to think of removing Wizard job.

It’s believed that effects such as ‘Increase in Strength’ are shared with all party members. Sherry and Roxanne, however, never noticed it.
So there shouldn’t be any problem of getting exposed.

I don’t think I’ll get in trouble over that.

“You seem to be of human race.”
“Ah, yes.”
“Humans are quite talented.”

The duke seems to be misunderstanding something.

“Yes, they certainly are.”
“How about you join the order of Harz duchy knights?”
“I’m afraid I can’t. I’m still in training.”

I decline his offer in a hurry.
I’ll get myself in trouble. I’m already working as an adventurer, even though I’m not one.
Don’t elves hate humans anyway?

“Is that so? It’s alright. Actually, the knight leader Gozer came up with this idea. As you may already know, elves dislike humans. For this reason, there are many fallouts between them. Having humans in the order of knights will help us out in such situations.”

So that was the original plan.
The duke seems to be a simple person.
That’s a relief.
How can a duke look down upon his own people?
But there’s a connection between the duke and the order of knights too.
I might’ve been a little hasty in selling the Copper Swords of Obstruction. I could sell the swords here.

“Well then, we will certainly have more opportunities to meet in the future.”

I try to end the conversation, and stand up.
The more this drags on, the more my ignorance will show itself.

“Certainly. Sorry to have kept you for long.”
“You have completed your job. It won’t be a problem for you to return.”

It really seems to have finished.

The knight leader sees me off to the room where I originally was. Afterward, I leave the duchy of Harz for home.

“Welcome back, master.”

Having returned home in the afternoon, ahead of schedule, I’m greeted by Roxanne.
In maid costume.

Dog-eared maid.
So pretty.
So amazingly pretty.

“I-I’m home, Roxanne.”
“Yes. It’s earlier than expected.”

She looks same as when I saw her for the first time.
No, not really. She was wearing a cap that time.
In other words, it’s my first time seeing her as dog-eared maid.

Maid outfit, beautiful face and dog ears on top.
Ears that are soft and flabby.
Face that’s looking at me with a brilliant smile.
Body that’s wrapped neatly in maid outfit.

Although the outfit is elegant, it’s unable to hide the suppleness of that which is underneath.
Soft and supple.
Although the frilled apron is curved gently to hide the chest, it is only accentuating that which it is supposed to cover.

“I finished quicker than I thought.”
“As expected of master.”

Roxanne goes to my back, and takes my cloak off.
It tickles.

“Thank you. What happened to your clothes?”
“Is there something wrong with this? You’re supposed to wear this type of clothes when doing household chores, like cleaning. Or so I’ve heard.”

No, there's nothing wrong with this.
There's nothing wrong with this, but there's something wrong indeed.
The cloak that's sticking to your bosom.

"You are looking cute."
"Th-Thank you."

Cute.
So cute.
So amazingly cute.

I want to cling to her.
I want to eat her.
I want to eat all of her.

I can't, however, for she's on her period.
I can hug her at least.
I pull Roxanne into my embrace.

"I knew Roxanne's the best."
"Th-Thank you. Luke's messenger came here while you were away. There was a successful bid of Mermaid Monster Card, it seems."
"Is that so? Let's go meet him tomorrow."

Alas.
When I cling to Roxanne, I feel the suppleness of her chest.
I can't endure anymore.
It's better to not hug her.

When I try to separate my body from hers, she whispers into my ear.

"'It' is over now, so I'm able to receive your affection again."

I lift Roxanne up out of reflex.
I rest her shoulders on my left arm, and scoop her legs with my right.
I lift Roxanne up in my arms to carry her to the bed.
I can do 'it'. What a surprise.

We went straight to the bed. What happened thereafter, needs not be mentioned.

It was already past the time I agreed with Sherry.
I hurriedly went to Adventurer Guild to receive my allowance, and then rushed to the library.
The wall in the library was more crowded at this time than in the morning.

“My bad. Have you been waiting for long?”
“Not at all. I only just came out.”
“Well, I’m glad then.”

I was late in coming here, but the timing was just about right.
Sherry comes running to me.

“Library remains open until the sun sets. This…”
“Hmm? Did you drink alcohol?”

Sherry returns the deposit. She reeks of alcohol.
And it’s intense.

“Yes, water. About 5 cups.”
“Water?”
“It’s a weak liquor, so dwarves often take it in place of water. For this reason, we call it water. It’s not that strong. It’s distilled only three times.”

Only three times.
Doesn’t the level of alcohol rise with each distillation?
From the smell of it, it’s undoubtedly not a weak liquor.

Does Sherry like alcohol?

I don’t drink alcohol.
There’s some wine at home, but it’s only for use in cooking.
Because I don’t drink alcohol, Roxanne and Sherry don’t drink it either.
Shouldn’t they have told me at least, if that were so?

“No, I don’t particularly like alcohol. I took it only as a substitute for water.”
“I don’t drink alcohol, so I don’t have it at home. Are you okay with that?”
“Yes, because I don’t particularly like to drink alcohol.”

It’s futile to discuss it with a person who uses alcohol as a substitute for water, and reeks of alcohol.

Still, she doesn’t seem drunk.
Shes walking steadily, and speaking fluently.
The party invitation i sent was immediately accepted as well.
She seems to have a strong head for alcohol.

Well, whatever.

We use the wall of the library, and return home.

“Welcome home, master. Is that alcohol?”

Roxanne greets me.
This time, however, not as a maid.
She has changed from her maid outfit.

She immediately notices the smell of alcohol.
It isn’t all that surprising though, considering she locates the monsters in labyrinth from their smell.

“I’m home. She took it in place of water.”
“I’m home.”
“Err… is it okay for you to cook?”
“It’s okay. I didn’t take enough to get drunk.”

Sure enough, she doesn’t seem drunk.

“How much does Sherry have to take to get drunk?”
“Now that I think about it, I was slightly drunk when it was decided that I would sell myself. All my family decided to drink that time. We bought barrels of the strongest liquor, and I took considerable amount of it.”

She took considerable amount of the strongest liquor, and was only slightly drunk.
She said that all of her family decided to drink that time. Doesn’t she have younger siblings?
Dwarves seem to have a strong head for alcohol.

It was perhaps her last memorable moment with her family.

She definitely likes alcohol, but keeps denying it in front of me. Shouldn't I just force her to drink then?

Sherry prepared dinner properly.
She really doesn't seem to be drunk.

"So, did Roxanne go for shopping?"

I ask at dinner.

"Yes, before master came back."
"You did?"

I'm glad.
But it's not the best of the places to kill time.

"I bought clothes for master."
"Clothes for me?"
"Yes, please accept it."
"Ah, you didn't have to do that for me."
"I bought a hairbrush too. It'll be for both Sherry and I to use."

Brush?
It's certainly a necessary item.
Because I don't use it, however, there was none in the house.

"Thank you, Roxanne-san."
"I'm sorry for not noticing it. If there's anything you need, don't hesitate to tell me."
"Not at all. Here, this is the remaining amount."
"U-Um… I'm sorry. I have used it all up."

Sherry has used all of it?
That's our Sherry for you.

"It's your allowance, keep it. You may spend it on something at a later time."
"Are you fine with it?"
"It's fine."
"Thank you, master."

You may get stranded somewhere.

You'll need 1 silver coin to come back to Quratar town.

"So Sherry, did you read books?"
"Yes. I read about Monster Card Fusion, and noted down different Monster Cards and respective skills. I used my allowance to buy a notebook and some pencils."

Both of them seem to have spent their day off in a meaningful way.

Chapter 63 - Skill Slot

Morning.
Sherry no longer smells of alcohol.
Although I lick her mouth thoroughly, I can't trace any alcohol.
When I entwine my tongue with hers, and exchange saliva, it tastes like it usually does.

I move my tongue around, and enjoy the softness.
Sherry pushes her tongue into my mouth, and swirls it around.
She's still clumsy, but she's doing it on her own now at least.
After keeping our tongues entwined for some time, I let go of her mouth.

"Good morning, Sherry. Does your head hurt?"
"No, I'm all fine."

I thought that there would be some of it left over, but it doesn't seem to be the case.
There's no hangover.
Is the processing capacity of her liver exceptional?
Let alone hangover, she wasn't even drunk before she went to sleep.

However, Sherry went to sleep early last night.
The moment she hit the bed, she was asleep.
She probably didn't know that Roxanne was no longer on her period.

Afterward, we went to Quratar town labyrinth, as usual, for early morning exploration.
When we returned for breakfast, Sherry made a Misanga.

"Which skill do you get when you fuse Mermaid Monster Card?"

I ask Sherry at breakfast.

"Mermaid Monster Card adds water attribute to the equipment. When fused with a weapon, it attaches Tidal Sword skill. When fused with an armor, it attaches Water Shield."
"Water attribute? Does it require any specific type of weapon?"

“No, you can fuse it even with a spear or a wand.”
“Even spear?”

How is it possible for a *spear* to have Tidal *Sword* skill?
And how am I supposed call it Tidal *Sword* when it’s a *wand*?

“Weapon type skill, however, requires incantation, therefore, people fuse it mostly with armor.”

Really? There’s no incantation required to activate Water Shield?
Is it a passive skill?

“And what if you fuse it simultaneously with Kobold Monster Card?”
“A weapon receives Erosion Sword skill, while an armor receives Water Resistance. Erosion Sword is more powerful attack than Tidal Sword, while Water Resistance increases the resistance of Water Shield against water attribute magic. Umm… have you perhaps obtained a Mermaid Monster Card?”
“We received Luke’s message yesterday.”

I look toward Roxanne for confirmation.

“Yes, there was a successful bid of 2,500 Nar, it seems.”
“Because Monster Card Fusion mostly fails, there’s no need to use Kobold Monster Card with cheap equipment. If we get Water Shield, it’ll be an effective counter against Needle Wood. Is it alright to fuse it with Hide Mittens instead of Leather Armor? I can try to fuse it with Leather Armor. If it fails, however, it’ll turn back into raw materials. I’m not confident in my leather processing ability yet, but if it’s Hide Mittens, I can remake them.”

Sherry talks on and on.
She’s desperate because she knows that she’s the one who’s supposed to do it.
About failing, however, there’s no need to be worried.

“Let’s fuse it with Hide Mittens then.”
“I-I’ll do my best.”

Because the Leather Armor I’m currently wearing is the one I obtained from the wiped out party, and not the one I bought myself, it doesn’t have any empty skill slot.

However, the Hide Mittens I'm wearing has an empty skill slot because I bought it from an armor shop.
I'm glad that I didn't sell it.

Because Needle Woods use water magic, Water Shield is effective against them.
It'll be useful on 8th floor of Quratar town labyrinth.
About other floors, I have no idea.

Does the effectiveness of equipment vary from floor to floor?
It would be difficult, if that were the case.

"If I have Water Shield on both the Leather Armor and Hide Mittens, will the effect be multiplied?"
"Since olden days, it has been a topic of discussion whether same effects from different equipment stack. Many believe that same effects don't stack. The great scholar of the past confirmed that stacking a number of effects which increase attack power doesn't multiply the attack power as many times. There are, however, people who believe that same effects do stack."

So there's no use in wielding two one-handed swords with '5x Increase in Attack' effect?
Well, 25x increase in attack power sounds frightening indeed.

After breakfast, we went to Merchant Guild.
I proceeded to the waiting room to the left from the entrance.
The staff member behind the counter called out to Armor Merchant Luke.

Roxanne and I sat on a chair.
Sherry was absorbed in reading her notebook.

While we were waiting, the color of the wall turned black, and someone came out.
Other customers.
Field Walk can be used through this wall, it seems.
Should I too use this wall from now on?

"Ah, I've been waiting for you. This way, please."

Comes Luke.

And guides us to the meeting room.

“I received your message yesterday that there was a successful bid for Mermaid Monster Card.”
“Yes. Because there was no competition, the price ended up on lower side. It’s considerably lower than the market price. What do you think about it?”
“Sure, we will place the order.”
“Thank you. Here it is.”

Luke recites incantation for Item Box, and takes out the monster card.
He places the card on the table.

Mermaid Monster Card

There’s no doubt about it.
It’s indeed a Mermaid Monster Card.

“Indeed.”
“Err… Because you’re the successful bidder, you can use guild temple of Merchant Guild. Usage fee is 10 Nar. You can pay the fee after verification. Do you want to verify it?”

Because I received the monster card just like that, Luke asks puzzled.

“Verification?”
“Yes, whether the monster card is genuine or not.”

Ah, I see.
Because I can use Appraisal, I know that it’s a Mermaid Monster Card. Other people, however, have no such skill.
Let alone type of monster card, you can’t even tell if it’s a monster card. It looks just like any other card.
Therefore, they verify it.

I wonder if I should verify it too.
I want to see what kind of place is the guild temple.

I can use Appraisal.
And it’ll be troublesome to verify it every time.

But if it's first time, I should verify it.
Anyone would verify it on their first time at the very least, as a precaution.

"No, It's fine. I trust Luke. I don't believe you would sell a fake to me on my first purchase."

I say so to make him feel grateful.
It has more to do with business than being graceful.
I wonder if Luke will take the bait.

There's a good chance that Luke isn't an honest person.
There's a good chance that he's dishonest.
If that's the case, it'll be good for me to show him such a side.

Even if he's dishonest, he would be reluctant to sell fake items to me.
I can easily tell if an item is genuine or fake.
It's more of a test for him.
Also, if he comes to trust me, he may even show me the guild temple.

"Of course."

Says Luke, with an expressionless face.

"So the successful bid was 2,500 Nar?"
"Yes."
"If another cheap monster card appears, I'll buy it."
"Understood. Commission would be 500 Nar. You would have to pay in advance."
"…"

I wait, but nothing happens.
With 30% discount, 3,000 Nar should become 2,100 Nar. However, it doesn't seem to have activated.
Should I ask him for the total?

Luke will have to pass 2,500 Nar on to the original seller from the auction.
If he receives only 2,100 Nar from me, he'll be incurring loss.
I see, so this is why 30% discount isn't effective.

“I don’t think it’s a good idea to trust a broker too much.”

Sherry advises me after we Warp to Vale town labyrinth through the wall inside the waiting room.
As I suspected, she doesn’t have a good impression of brokers.
“It’s only our first time. He won’t try to sell fake items to me just yet. After buying 2 or 3 more from him, he may try to swindle me. At that time, I will verify it. And just like that, we will receive considerable amount in the form of indemnity.”

It’s just a joke.

“How can your timing be so accurate?”
“While pushing fake items onto me, he’ll be nervous. There’ll be many signs for me to be able to identify.”
“You can identify?”
“I believe I can.”

No, it’s just a joke.

“Brilliant! It was ignorant of me to question your insight. I’m really sorry.”

She apologizes.
It was only a joke, Sherry.

“It’s alright. I know you were advising me for my own good.”
“Thank you.”
“As expected of master.”

It was only a joke, Roxanne.

“I saw the price of the successful bid on the bulletin in the waiting room. It was indeed 2,500 Nar. Previous successful bid of Mermaid Monster Card was 3,300 Nar. It was definitely cheaper than the previous one. I won’t let a broker scam me so easily. I can tell when he’s tricking me.”

But it really was just a joke.

When we return from the labyrinth, I ask sherry to try fusion.
She sits on a chair by the table with the equipment and the card.

“Here, Hide Mittens and Mermaid Monster Card.”
“I- yes… I’m sorry if it fails.”

Sherry seems tensed.

“Don’t worry, relax. I won’t be angry, even if it fails.”
“Because master is saying so, it’ll be alright, Sherry.”

If you fail, however, there will be punishment on bed.
Likewise, there will be a reward on bed if you succeed.
What I mean to say is, there’s no problem.

Sherry makes up her mind. She activates the skill, and her hands start glowing.

Waterproof Hide Mittens | Arm Gear
Skill: Water Shield

“Oh, like I said, Sherry is amazing. Thank you.”
“I-I did it?”

It was a success.
What remains on Sherry’s hands is an equipment with a skill attached.

This makes it two consecutive successes.
The hypothesis of empty skill slot is undoubtedly correct.
A monster card will successfully fuse with the equipment, if there’s an empty skill slot.

After dinner, I ask Sherry to make a Misanga.

“Is it enough to make just one Misanga in the morning and in the evening?

I ask while receiving the Misanga.
This makes it seven Misanga in a row without an empty skill slot.
Well, it’s understandable if you take into account the ratio of equipment with empty skill slots in shops to those without one.
It’s not like Sherry’s success rate is low.

Well, it’s too soon to say whether it’s high or low.
But I can’t wait forever.

It would be too late, if we get Caterpillar Monster Card first.

Monster Card Fusion has succeeded twice in a row.
The hypothesis of empty skill slot holds correct.
Which means we have to make a Misanga with an empty skill slot before we get Caterpillar Monster Card.
We have to increase the number of Misanga.

“How many Misanga can a veteran Master Smith make at a time? Well, not exceedingly experienced Master Smiths, but how about those who have around six months to a year of experience. I don’t want to ask you to do something unreasonable.”
“Do you know if they can make more than one?”
“Well, if they’re experienced, they can.”

You know it when your remaining MP is critically low.
Sherry is currently Master Smith Lv14.
Her MP should be a lot more than a Master Smith Lv1.

She makes one Misanga in the morning and in the evening, but this time she also used Monster Card Fusion in the afternoon.
Last time, when she used Monster Card Fusion, she was in a critical situation. But it wasn’t the case this time.

“And what about you, Sherry?”
“Umm… one Misanga in the morning and in the evening is the limit for a six months old Master Smith. I can try to make more than one, but generally speaking, one is the limit.”

Sherry looks troubled.
Unless you train for at least six months, you won’t have confidence in your ability.
Especially if you’re a thinking type, like Sherry.

“It’s alright, I believe you can. Why don’t you try one more?”

I put the Misanga in my Item Box, and take a thread out.
I pass it on to Sherry.

“Umm… okay, I understand.”

Sherry is hesitant about it, but nods immediately.

She holds the thread in her hands, and activates the skill.
Her hands start glowing.

Misanga | Accessory
Skill: Empty

“Oh, you did it.”

She did it.
The Misanga she just made has an empty skill slot.

“I really did it! Thank you.”

No, I didn’t mean that.
I mean you finally made one with an empty skill slot.
Great!

“You really did it.”
“Umm… I knew I could do it, but I was told that I need at least six months of training first.”

I see.

“I don’t think you should make too many too soon. You made two just now, and you also used Monster Card Fusion earlier in the day.”
“Now that I think about it, you were able to use Monster Card Fusion right after becoming a Master Smith. Is there no such training required for Monster Card Fusion?”

Sherry looks puzzled.
Spot on.

“W-Well, you were able to do it successfully, so there’s no need for training, I guess.”
“Why would they lie to me? Why would they say that I can’t make more than one for at least 6 months?”
“They didn’t know how amazing Sherry is.”

The person who taught Sherry — I’m sorry.
You were not at fault. No one can normally reach Lv14 in six months.

“No, I’m not that good.”
“Sherry is amazing, and this is a perfect Misanga.”

I point to the Misanga.

“Eh? What do you mean?”
“I want you to know something, Sherry. I can tell if a monster card can be successfully fused with an equipment.”
“Eh? Really?”
“You can trust me.”

If she continues to fuse monster cards, she would eventually find it out anyway.

“But how?”
“I can’t tell you how, but earlier, I was sure you would succeed, when I asked you to fuse that monster card with those mittens.”
“Is that so?”
“A Master Smith is considered successful when they can make Sacrificial Misanga from a Misanga on their first attempt, right? I look forward to you fusing Caterpillar Monster Card with this Misanga.”

I nod reassuringly toward perplexed Sherry.

Chapter 64 - Abstinance attack.

After thinking about it, I decided to do some testing on the Sex Maniac's skills.
First of all I'll do my best to waste some energy, to test out the [Increased Vigor] skill. TN: Can also be translated as [Increased Energy].
I tried it once with Roxanne, and once with Sherry, without the Sex Maniac job.
Then I used the Sex Maniac job and tried it continuously.

The result:
Both were delicious.

It's no use.
No. Because I'm still going strong in the fourth round, it's certain that my energy is increased.

The difference in time between using it, and not using it, I'm not sure about.
It's hard to understand exactly the effects of [Increased Vigor].
I can still continue, and I'm not sure of the limit.

Should I consider this a failed experiment?
Is it just because it's the first day of testing?

If I think about it, I hadn't been to the limit before using Sex Maniac.
To confirm the effects, I should probably challenge the limit both with and without Sex Maniac.
Though, I might break if I test the limit.

Roxanne and Sherry didn't chat after I went to sleep.
I seem to have tired them as well.
Thinking about it, it might be bad to test the limits of [Increased Vigor].

In the morning I wake up, clinging to Roxanne like usual.
Even though I slept with Sex Maniac active, it seems I didn't waste any shots.

I lean over Roxanne with ease.
I pin down her beautiful body.
A soft body which is an object of desire.

…
Maybe I shouldn't?
Or should I?
I regain some reason, and stop for now.

I need to test the [Abstinence Attack].
I don't think it's possible for me to be abstinent for two or three days, let alone ten.
How about half a day?
Maybe a day?

It's possible for me to endure it until the evening, so that's abstinence of about 20 hours.
Will there be a difference in power after 20 hours? I'll have to try it out.
At worst I at least want to try it after having practiced abstinence until morning.
I can't explode by accident now.

I get off of Roxanne's soft tender body.
I turn away, while holding Roxanne.
I don't want to let her go.

From the side, I kissed Roxanne's mouth.
My lips stick to her mouth.

I stick to her with all my desire.
I stick to her with the limit of my power.
Like our very first kiss, I stick to her.
Tongues entering, twirling around each other, a warm delicacy to be desired.

"Mmm…. Mmmmmm"

Hearing Roxanne moan is the highest reward.
I embrace her powerfully.
I feel her smooth fair skin, and enjoy her elasticity.

Rich rubber balls push into my chest from Roxanne's.

It's good that I could meet these rubber balls.
A part of me gets hot because of these rubber balls.

Hot, hot.

No, I shouldn't.
I really shouldn't.
I gather my resolve, and give up.

The verification of the skill.
I need to practice abstinence for now.

However, though I barely managed to give up, we are still kissing.
Roxanne's tongue moves, and gives me a smooth feeling.
It's a gentle, flexible, and melting taste.
Ah, at the rate things are going, my resolve will disappear.

"Good morning."
"…Good morning, Master."

I managed to withdraw.
My reasoning is stretched to the limits.
An Orichalcum level reasoning is needed to separate from Roxanne.
The pressure of the rich elasticity against my chests goes away.

As I take a breather, a hand from behind me moves at my neck.
Ah, there's still Sherry.
Gah, my reasoning is paper thin now.

"Good morning."
"Oh, good morning."

As expected of Orichalcum, I manage to get through.
I part with Sherry, and leave her gasping for breath.
Why is she gasping for breath?
Did she inhale to strongly?

"I was bad last night. I lost my self control and let loose."
"No. Ah. I was happy with it."
"I was as well."

Since they said they were happy with it, I almost jumped at them.
My reasoning manages to win and I hold myself back.

I demonstrate my willpower, and get up.
I demonstrate my willpower, and get dressed.
I demonstrate my willpower, and equip myself with leather shoes & leather armor.
I must keep a strong mind.

We went to Quratar's Labyrinth, and I passed out protective gear from my item box.

"Sherry, you can wear the waterproof leather mittens you made yesterday."
"Is that alright?"
"The Needle Woods at the moment are using magic. I can withstand one or two hits without trouble. Roxanne has a good chance of evading. For now it's most beneficial if you wear them Sherry."
"Thank you."

However, I'm not using alchemist, so we don't have [Plating].
That will change things to a degree.
It shouldn't be a problem though.

Kaga Michio|Male|17 years old.
Explorer Lv34|Hero Lv31|Wizard Lv33|Monk Lv32|Sex Maniac Lv2
Equipment: Wand|Leather Shoes|Leather Gloves|Leather Hat|Leather Armor|Misanga

Roxanne|Female|16 years old.
Beast Warrior Lv21
Equipment|Scimitar|Leather Shoes|Leather Gloves|Leather Hat|Leather Jacket|Wooden Shield

Sherry|Female|16 years old.
Master Smith Lv14
Equipment:Club|Waterproof Leather Mittens|Leather Hat|Leather Jacket|Leather Shoes

We move through the Labyrinth with Roxanne's guidance.
The Labyrinth is a battlefield.

You can’t relax.
Roxanne’s cute butt moves on ahead.

It’s a full view of her butt from behind.
Her tail swings with every step.
No, I can’t.
This is the Labyrinth.

I need to stay on my guard in the Labyrinth.
If I relax my guard I might miss something crucial.
Sherry’s face is beautiful as well.
I want to turn and taste it.

You never know what’s going to happen in the Labyrinth.
It’s important to pay attention.
If I look carefully, I can see Roxanne’s chest bouncing in her leather jacket.
This is awesome.

This is a battlefield.
This isn’t the time to be relaxed.
I want to finish early and return home.
I’ll return to the bed.

No.
This is the Labyrinth.
This is a battlefield.

“It’s coming.”

Roxanne reports.
Roxanne’s voice is also lovely.
Her voice in bed is lovely too.

I want to hear it again soon.
I want to hear it right now.
I want to hear it over and over.

Yes.
The nuisance must die.
I reduce it to ashes with five spells.

“Yes.”

I receive a branch from Sherry.
Sherry picking things up is lovely.
If this wasn’t the Labyrinth, I’d throw her down right now.

Yes. This is the Labyrinth.
I can’t relax.
I focus my mind to check my surroundings again.
Ah, Roxanne’s chest is bouncing again.

You can feel a bit of tension in the Labyrinth.
It’s the spirit of being on a battlefield.
I’m determined to battle Roxanne and Sherry in bed.

No. This is a battlefield.
There is no room for the erotic thoughts a high school boy has during class.

Ah, this evening.
Let’s get the bath ready today.
I can endure it until I get into the bath.
I’ll do this to Roxanne, and that to Sherry.

Hurry up. I don’t know if I’ll make it.
It’s a long time until evening.
It’s too long.
This is a true hell.
TN: Sneaky scene change, GO!

“Phew!”

I’ve poured the hot water from the jar into the bath and let out a sigh.
I’m tired.
It feels like my MP has decreased.
Since I made a lot of hot water, I should probably go to the Labyrinth again.

Is this abstinence long enough?
The next trip to the Labyrinth will probably be the last one for today.
Therefore, I’ll need to use the [Abstinence Attack].
I can’t build up my sexual desire any more.

My mind has gone crazy all day as I moved around the Labyrinth, and the abstinence caused an unreasonable amount of pain.
Even if Sex Maniac has [Increased Vigor/Energy], it doesn't seem that useful.
The strain on the battlefield is bad.

I wasn't confused by my sexual desire as I used Sex Maniac in the Labyrinth.
I mostly acted as normal.
But the stray thoughts going through my mind…
Well, that's not anything new.

"Are you going to the Labyrinth?"

As I leave the bathroom, and descend to the first floor, Roxanne calls to me from the kitchen.
Cute.
I want to throw her down.
I have to endure it, I've come this far.

"Who wants to come?"
"I need to watch the fire."

Sherry watches the cooking, and I leave for Vale Labyrinth's eighth floor.
Roxanne is with me to guide me.

"Here."

Three Collagen Coral, and an Escape Goat.
Perfect.
Durandal is hungry for blood tonight.

"Roxanne, handle the two Collagen Coral on the right, I'll handle the Escape Goat."

I raise Durandal, and rush in.
I aim at the Escape Goat.

Usually Escape Goat Lv8 starts to run away after a single strike from Durandal.
In other words, if this blow is weaker than normal, it won't run away.

I can see the power of the [Abstinence Attack] after enduring it to my limit.

The demon gives me a suitable chance.
I used [Abstinence Attack], and swing Durandal down on it.
A strong slash slams into the Escape Goat.

It's a powerful swing.
It feels different to the first time I tried [Abstinence Attack].

Durandal cuts through, the demon falls.
A single blow.

The remaining demon launches a counter attack.
The Collagen Coral hurls itself at me.
Roxanne is dodging attacks from both sides.

I use Durandal to block the [Body Slam].
In return, I slash at the Collagen Coral.

The demon's attacks don't stop.
Roxanne evades a [Body Slam], and slashes with her scimitar.
I manage to avoid a frontal attack from the Collagen Coral somehow.

One of the ones fighting Roxanne springs at me.
I saw it coming, but it's not possible to avoid.
I staggered as I received the blow.

I return the favor with Durandal.
The second demon falls down.

I turn to the side, and face another Collagen Coral.
I exchange blows with it.
It stagger's and I attack it again.
Another blow is dealt, and the demon is killed.

Roxanne is fighting the last one.
Roxanne dodges a [Body Slam], and attacks with her scimitar again.
I swing at the side of the Collagen Coral.

The demon springs at Roxanne again.

Roxanne avoids it using her wooden shield.
I swing Durandal at it as it lands.
The Collagen Coral falls, and becomes smoke.

“Thank you for your hard work.”
“I’m tired. Roxanne, you didn’t get hit?”
“Right, there was no problem.”

Is the position and timing of the Collagen Coral’s attacks that easy to understand?
I get hit by several.
I shouldn’t keep count.

However, I recovered from all my wounds because of Durandal’s HP absorption.
It might be possible for me to solo the eight floor.

The problem is the pain from the attacks.
I don’t like pain.
I want to avoid it if possible.

“Shall we go back?”

It’s probably that time.
We returned to the house with [Warp].

I’m feeling calm after using the [Abstinence Attack.]

The impulses running rampant earlier are gone.
It’s a feeling of refreshment.

The haze in my mind from a little while ago is gone.
My mind and soul feel so peaceful.
So calm.
I might be at the stage of an invincible mind when it comes to sexual desire.

I can become a Shrine Maiden now.
Well, because I’m a man, it’s something else?
I wonder about it, so I checked to see if it’s there.
Of course, it wasn’t there.

Eating dinner, and then having a bath, I'm relatively calm.
I'm calm even though I washed every corner of Roxanne's body.
I stretched my desires today like a rubber band, but now I'm calm.
Even though I washed Sherry's body, right down to the last detail, I'm calm.

I embrace it as I soak in the hot water.
I am completely calm.
I embrace them, and do some cuddling & kissing, but I am quite calm.

We did it twice before going to the bed, but you could say I am quite calm.
We did it the same number of times in bed, as we did with Sex Maniac the previous night.
It could be said that I am quite calm.

Is this what is called the [Abstinence Attack]?
I'll have to confirm how much power it has.
I would be great if I practiced abstinence for ten days.
I could probably one shot a boss on the eighth floor with Durandal.

But, ten days is tough.
Two days isn't easy.
Probably, I can't do more than a night.
It's because I sleep with Roxanne and Sherry.

Chapter 65 - Poison Sting

We cleared 8th floor, and moved on to 9th.
We defeated the boss of 8th floor of Vale's labyrinth without any trouble.
With Plating to our defence, and Durandal's attack, it was an easy victory.

The monster native to 9th floor of Vale's labyrinth seems to be Slow Rabbit.
Sherry acquired the information from Quratar's Explorer Guild.
We have already fought against Slow Rabbits on 8th floor of Quratar's labyrinth. As its name suggests, its movement speed is slow.
There'll be no problem on this floor.
It'll be a walk in the park.

"It took quite some time."

After taking out a Slow Rabbit Lv9 with sixth Fireball, I mutter.
Six huh?
Six magic attacks seem to be required to take out a Lv9 monster.
The higher we move up the labyrinth, the stronger the monsters become.

"The number of magic attacks required has increased by one, but it doesn't make much of a difference. As expected of master. You can take out monsters in a few magic attacks."
"That said, the time required to kill them has increased as well."
"It's not a problem, as long as you avoid their attacks."

As the number of magic attacks required to take out a monster increases, so does the time required.
The longer the battle lasts, the more the opportunities to close in.
And the more you receive their attacks.
Except for a certain someone.

There's no problem for me, however, as I have Durandal.

Even if I receive their attacks, I can recover my HP right after.
The problem is for Sherry.

“9th floor is difficult, isn’t it?”

After fighting for a while, I ask Sherry.
Sherry received attacks from monsters over the course.
Getting hit is unavoidable.

“No, not at all. It isn’t much different from 8th floor in difficulty level.
“Has the number attacks from monsters not increased?”
“Yes, but you immediately cast Healing, so there’s no problem. Ah, is it troubling you? From now on, I’ll try my best to dodge their attacks like Roxanne-san.”
“No, not at all. It’s not troubling me. If Sherry has no problem with it, I don’t have any problem either.”

I deny it in a hurry.
Sherry seems to have become more focused.
I’m fine with it, as long as Sherry is fine.
We will manage 9th floor somehow.

Next morning. We move to 9th floor of Quratar’s labyrinth as well.
As always, we defeated the boss of 8th floor thanks to Durandal.

“The monster native to 9th floor of Quratar’s labyrinth is NT Ant. NT Ants use poison type attacks. Their weakness is water type attacks.”

Sherry briefs while we transfer to 9th floor from the boss room on 8th floor.
“Poison?”
9th floor of Quratar’s labyrinth seems difficult to deal with.

“Thank you. So I better use water type magic attacks?”
“Yes.”
“Got it. Are there other monsters that use poison type attacks?”
“Umm… SPI Spider. The chance of getting poisoned, however, is low. White Caterpillar, that is boss type Green Caterpillar, has a poison type skill attack, but it uses the skill only when the target is tied with thread. It’s a strong combination attack, from what I’ve

heard.”

Ah, I see.
Well, I was suggested earlier to keep Antidote Pills at all times.
There seem to be many monsters that use poison type attacks.
I was lucky so far to have not met one.

About SPI Spider, we have Roxanne to confront it.
We don’t have to be worried about its attacks.
Whereas I can interrupt White Caterpillar’s skill.

“I didn’t know that.”
“On lower floors, NT Ant is the only monster that uses poison type attacks. The scary thing about NT Ant is, aside from its skill attack which is guaranteed to poison the target, its normal attack as well has a chance to poison the target.”

Two poison type attacks?

The higher you move up the labyrinth, the more the monsters use skill attacks.

“What happens when you get poisoned?”
“You lose HP over time, and if left as is, you eventually die.”
“And you have to use Antidote Pill to cure it?”
“Yes.”
“Is there any aftereffect?”
“Poison itself can be cured by Antidote Pill. However, to recover the HP you’ve lost due to poisoned state, you’ll have to use Recovery Pill.”

There doesn’t seem to be any major aftereffect.

“Got it. I have Antidote Pills in my Item Box. Tell me as soon as you get poisoned.”
“Okay, master.”
“Understood.”

It’ll be faster to take it out if it’s in backpack than in Item Box.
Sherry has Item Box, but it needs incantation.
I, however, don’t need any incantation.

But I have to take into account the situation where I'm stuck, and unable to move.
That said, as long as it's not boss battle, there's no need to be worried.

"Sherry, I'll give you some Antidote Pills for emergency situations."

I take Antidote Pills out from my Item Box, and hand over to Sherry.
Being an Explorer Lv10, the capacity of her Item Box is 10×10.
Then I'll give her ten Antidote Pills.

With Roxanne's help, we find an NT Ant.
It's a huge ant.
It's appearance is that of an ordinary ant.

But it's huge.
Oddly huge.
Even from distance, it looks huge.

It looks gross.
No, rather creepy than gross.

Uu…
It would've been worse, if it were a huge rhinoceros beetle instead.
But it's not a huge rhinoceros beetle, it's a huge ant.

It doesn't have that black lustre. It reminds me of a G. (TL: G is a slang for Gokiburi, that is Cockroach. Thanks to our fellow readers, Navi Nay, icemiced and radical dreamer.)
Uwa-
I remember it.
It has same jagged legs.

No.
It's an ant.
It's only an ant.
It's not a G.

I call for Waterball in my mind.
A sphere of water forms over my head, and is shot inside the cave.
Like a G, the NT Ant moves quickly, but there's not enough time for it to jump out of the way.

The Waterball hits it, and bursts.

That's a relief.
It's not a G after all.
If it were, it would've evaded it.

I launch two more Waterballs.
Its movement speed is not much different from other monsters.
It's an ant after all.

But it's not a worker ant, it's NT Ant.
If it were working, we would have lost. (TL: There's a pun here, for those who didn't notice.)

Now that I take a closer look, it's about one meter long.
So huge, and looks creepy too.

The Waterball hits, and the NT Ant collapses.
It took three magic attacks.
It's not a worker ant.
If it were working, it wouldn't have died.

Three huh?
Because water is its weakness, it took fewer attacks.
Lv9 monsters normally require six magic attacks.
Because it takes only three attacks, I was able to take it out before it could close in.

Poison Sting

When the green smoke dissipated, a terrifying item remained.
Terrifying.
Sherry goes, and picks it up with ease.
Is it okay to do that?

"Done."
"Err… is it okay to touch it like that?"
"Unless eaten, it's not poisonous."

It seems safe to touch it.
I receive it cautiously.
It's a black, 5 cm long, slender cone.

Because it's Poison Sting, I was of the idea that its tip would be poisonous, but it doesn't seem to be the case.

"So it's harmful to eat it, unlike snake?"
"Is that right?"
"That's right."

Because snake poison is made of protein, it's safe to ingest it, or so I've heard.
A snake hunts its prey using poison.
However, after it kills its prey, it eats that same poisoned prey.
Its poison harms only if you get bitten.

"Is that so? That's good to know."
"As expected of master."

It's useless to gain respect with the help of modern world knowledge.
I have already lost respect by not knowing about the sting.
Both offset each other.
Sherry didn't show it through her eyes or words, but she'll definitely think bad of someone who's from countryside yet doesn't know about Poison Sting.

Are snakes of this world different from those of earth?
If the snakes of this world hunt their prey after poisoning it, then they're same as snakes of earth, and it should be safe to eat them.
Predator snakes don't defend themselves with poison.

"Poison Sting can be used against monsters. If you shoot Poison Sting at them, and it hits, they get poisoned. This strategy is perfect for boss battles. To attack with Poison Sting at the very beginning of the battle."
"Can boss be poisoned?"
"If all six members of the party shoot two to three stings."
"Is the chance low?"

Two to three stings from a party of six makes it twelve to eighteen stings.
To inflict poison, you need to shoot a number of stings, it seems.
Which means it's highly unlikely to inflict poison with just one or two

stings.

“There’s another use of these stings. There are many monsters that escape from labyrinth to outside. These monsters, however, don’t attack people unless they’re attacked. Poison Sting isn’t registered as attack by a monster unless it inflicts poison to the monster, as it has no other effect. However, it’s already late for the monster by the time it registers the attack, for it’s already poisoned. In poisoned state, it’s easier to take it out.”

Is there such a trick?
So it’s useful in more ways than one.

“Oh, I used to play that, when I was a kid.”

Roxanne says in excited voice.
Roxanne seems to have done it already.

“You did, Roxanne?”
“Eh? But it costs a lot. Only nobles can afford it, or so I’ve heard.”

I see.
Sting is not a free item.
Even Kobold salt isn’t free. Poison Sting has to be decently priced.
It’s regrettable that you have to use many on just one monster.

“In the vicinity of where I lived, NT Ants used to appear. So we used to hunt them, and collect Poison Stings. Because our elders used to get angry, if we carried the stings home, we used to kill other monsters in the forest with those stings.”

This makes sense.
Sounds safe too.

“So you used to hunt NT Ants?
“Yes.”
“But we used to get scolded if we were found out.”
“Because we were only kids, and not strong enough, it used to take us few hours.”

I heard something absurd just now, or did I mishear it?
Are few hours on this world equivalent to few seconds on earth?

“Eh? But NT Ants have poison type skill attack. Wasn’t it dangerous?”
“There’s no problem, if you dodge their attacks.”
“And you used to fight for hours?”
“Yes.”

It’s Sherry doing the questioning. It’s not my area of expertise.

“And then you used the Poison Stings on other monsters?”
“Yes.”
“Can’t you hunt monsters normally?”
“The monsters were a lot stronger than me. Even if I attacked, they wouldn’t budge in the slightest. The place where I used to live was surrounded by Non-Rem Golems.” (TL: I’ve changed the monster’s name from LEM Golem to REM Golem. Thanks to Rain, our fellow reader, for the reference.)

So they used to collect Poison Stings by hunting NT Ants, and then used the stings on Non-Rem Golems, which can’t normally be killed by kids.
Sounds sensible.

“Did you know that Non-Rem Golems are exception, that they actively attack people even outside of labyrinth?”
“Yes, I knew that.”
“If you knew that, don’t you think it was dangerous?”
“A monster will register the attack anyway, if I inflict poison to it, so there’s not much of a difference.”

No! it’s different. It’s totally different.
Poisoning an inactive monster is different from poisoning an active monster. The difficulty level is miles apart.

“If the area was surrounded by Non-Rem Golems, how did you find NT Ants?
“I could locate them from their smell, so there was no place for them to hide.”
“Although the approach seems good, it’s not as easy to poison monsters as it sounds.”
“You can inflict poison if you shoot twenty stings.”

Sherry keeps questioning, and Roxanne keeps answering with straight face.

“What if you get found out first, before you shoot twenty stings?”
“If I were to get found out, I would simply shoot the stings while dodging its attacks.”
“E-Even if the monster gets poisoned, what after that?
“I continue to dodge its attacks until it collapses.”
“O-Only dodge?”
“My attacks were completely ineffective. Not only that, if I had received even one of their attacks, I would’ve been dead. Those who were not strong enough, died even from a light graze of their attacks. I had no option but to dodge. It’s safe, however, for they eventually died thanks to Poison Stings I received from NT Ants.”

It’s safe? You’re not serious, right?
Roxanne, it’s not a play.

So is this the secret of Roxanne’s insane ability?
She used to play with monsters ever since she was a kid.

No, she could play like that because she could dodge.
Did she improve her ability to dodge by playing with monsters, or was she able to play with monsters because she was able to dodge?
It’s same as asking whether the chicken came first or the egg.

In any case, Roxanne wasn’t high level when I met her.
Are monsters outside of labyrinth Lv1, so the experience you get from killing them is less?
Or do you not get the experience if the monster dies due to poison?

There is something else I have to confirm.

“Other kids used to play too?”
“I used to call other kids to play, but I was scolded, and was banned from playing with others.”

Was it not so because it was impossible for others?
I’m glad.
Most probably, there was no other kid on the level of Roxanne.

Sherry’s shoulders are trembling.
Her eyes have become moist.
Uh-huh
I understand how you feel.

I put my hands on Sherry’s trembling shoulders.
I have to say it before it’s late.

“Give it up.”

Was it kind of me to say that? I wonder.

Chapter 66 - Order

After taking out an NT Ant with three Waterstorms, it takes four Fireballs to take out a Needle Wood Lv9.
If I were to use only fire type magic, it would take six attacks. Which means three water type magic attacks are equivalent to two fire type magic attacks.
Lv8 monsters require five magic attacks, in which case, three water type magic attacks are equivalent to roughly around one fire type magic attack and a half.
Water type magic does half as much damage?

NT Ant is the monster native to 9th floor of Quratar's labyrinth. However, Needle Woods from 8th floor also appear here alongside NT Ants.
Water type magic is the weakness of NT Ants, but Needle Woods have resistance toward water type magic.
It's surely not an ideal pair of monsters.

Still, I'm glad that it's NT Ant that appears most of the time on 9th floor.
I'm glad that it's not the other way round.
If three Needle Woods and an NT Ant were to appear, it would take three Waterstorms to kill just that one NT Ant. Three Needle Woods would still be standing.
It's a relief that it's NT Ant that appears most of the time on 9th floor of Quratar's labyrinth.

NT Ant has to be taken out before it uses poison type attack.
Since it takes only three water type magic attacks, it can be taken out before it uses poison type attack.
As it stands, NT Ants won't get any chance to use poison type attacks.

The level of Needle Woods has increased, so should the time and the number of magic attacks required to take them out. It's not the case overall, however, for the number of Needle Woods has decreased compared to 8th floor.

We are managing 9th floor of Quratar's labyrinth without any trouble.

We return from the labyrinth for breakfast.
Today's breakfast is macaroni yakisoba.
Rabbit meat and vegetables are first fried in olive oil. Boiled macaroni and some wine are then added to it. After it's baked, I season it with fish sauce.
I had already tried it earlier at dinner, and had confirmed that there was no issue with its taste.

There doesn't seem to be a fork in this world.
Roxanne and Sherry use wooden knife and spoon skillfully.
Because I have made chopsticks for myself, I wonder how Roxanne and Sherry are going to fare with yakisoba.

By the way, there's a long spaghetti-like pasta in this world.
I was wondering how people here eat it without fork. Apparently, they grab it with bare hands.

To the extent of meat and vegetables, knife and spoon are enough.
But to eat yakisoba with bare hands? I won't ever let Roxanne and Sherry do that.
Therefore, I used macaroni.
Because it's short, spoon would do.

While I was preparing breakfast, Roxanne was doing the laundry, and Sherry was doing the cleaning.
Because there's no washing machine or vacuum cleaner in this world, it's quite taxing.
It'll be burdensome for them, if I don't prepare breakfast myself.

I put the macaroni yakisoba on the dining table.
Sweet-salty aroma of fish sauce is stimulating appetite.
Those two are already here.

"Did I make you wait for long?"
"Not at all."

Sherry sits down on her chair, and Roxanne brushes her hair from behind her.
It's the same brush she bought on her day off.

I feel like something is missing.
Roxanne puts the brush away, and sits right across from me.

“Thank you, Roxanne-san.”
“Let’s start eating then?”
“Yes. Thanks for the food.”

Setting that feeling aside, I serve the baked macaroni to the those two.

About the macaroni yakisoba, the taste was good enough. Still, something was missing.
Because it’s macaroni, and not noodles?
Or because there’s no aonori?
I get it. It’s because I couldn’t find aonori and beni shoga.

Oh well, it can’t be helped.
Roxanne and Sherry look so cute with their cheeks stuffed.
The yakisoba is not up to the standards, but it’s still satisfactory.

About the feeling I was having earlier that something was missing.
It’s mirror.
Roxanne and Sherry need a mirror.
I dont need any mirror myself, but it seems to be necessary now.

About a month has passed ever since I came to this world.
My hair has grown quite a bit, and it’s getting annoying.
I’ll ask Roxanne to cut my hair sometime.
It’ll be better to get a mirror before that.

“Do we need a mirror?”

I ask while putting a spoonful of macaroni in my mouth.

“It’ll be better to have one, but not needed.”
“I wish there was one that could reflect exact image.”

In this world, polished metal serves as mirror.
It doesn’t reflect clearly.
I saw one in a store. Although it was high quality one, it wasn’t that good.

“There is one that reflects exact image. Do you perhaps not know about Palmasque mirror?”
“Palmasque?”
“Palmasque is a town that’s situated between the Empire and Kassim. Roxanne-san’s native place is a little off from Kassim.”

Hmm…
I remember having a conversation with Roxanne in that regard.
I don’t remember the details, but I know there was such a conversation.
If she came from Kassim, it’s not surprising that she knows about Palmasque.

“I-I’m from a place far away from Kassim, that’s why I don’t know about Kassim.”

I try to deceive them.
I wonder if it was enough.
There’s a possibility of getting cornered if I keep on making random stuff up.

“Is that so? Palmasque is a city famous for its glassworks. The mirror they make using glass reflects exact image. It’s a luxury item, however, and is often exchanged as gifts among nobles.”

There seem to be mirrors made from glass in this world.
There are some advanced manufacturing techniques here after all.
I wonder if I can find one in the Imperial Capital.

“It seems to be expensive. Let’s look for one someday.”
“If you buy it directly from Palmasque, it won’t be that expensive.”
“If it’s master, can’t he go there himself?”

Roxanne points it out.
If I can go there myself, I can buy it directly from there.
If I buy it from there, it’ll be relatively cheaper.

“Palmasque is quit far, you can’t go there directly. This is the reason why it’s expensive here.”
“I see.”

If adventurers could go there directly using Field Walk, its price

wouldn’t be so high.
Large objects aside, you can carry hand-size mirrors with you in field walk.
If you could get it directly from palmasqu at cheaper price, and resell it elsewhere for higher, it would be easy money.

But Palmasque is quite far, so much that you can’t go there directly.
For this reason, Palmasque mirror is costly here.
The distance seems to be too much for even Field Walk.

“Can master not go there?”

To Roxanne, I’m someone great, but I’m actually not.
To them, I’m from a place that’s far from even Kassim, while Palmasque is closer than Kassim from here.
By that logic, I should be able to go to Palmasque.
It’ll be strange if I can’t.

I really shouldn’t make random stuff up.

“I-I guess.”
“We can cover the distance in several smaller trips. It’s not necessary to go there directly.”

Sherry advises to cover the distance in parts.
It’s not a given that I came here from beyond Kassim in one day.
If it’s on the same continent, I could come here even on foot.
If I traveled for many years.

“Well, it’s worth trying.”
“A little farther from the Imperial Capital is a town called Dohona. Do you know about it?”
“No, I don’t.”
“After Dohona is Dobur, after Dobur is Saboja, after which is Aiena, after Aiena is…”

Sherry cites several towns.
Which I haven’t heard about, of course.
But it’ll be strange for someone, who came from beyond Kassim, to not know that.

That’s bad.

Well then, Let's just say I came here from Kassim directly.
I didn't come here passing through all those towns.

"I don't know any of these."
"Is that so? You must've taken a different route."

Of course, another route!
There has to be another route.

"That's right."
"I won't recommend going to Palmasque's Adventurer Guild directly. We should go there via. adventurer guilds of the connecting cities I just mentioned."

It has been decided that we'll go there by making several smaller trips.

After breakfast, Sherry makes a Misanga.
The number of misanga she makes is increasing gradually.

Misanga | Accessory
Skill: Empty

By now, she has made a total of three Misanga with empty skill slot.

I wonder if it's enough for the time being.
We can make three Sacrificial Misanga now.
If it breaks, however, we'll need more.

"What's the next equipment that Master Smiths are supposed to make after Misanga?"
"Once you've trained yourself in making Misanga, you try to make Dagger next."
"Dagger?"

It's Dagger. And here I was hoping that she would make a sword next.

"Umm… Misanga training requires a minimum of six months to a year, but it can go up to two years depending on the person."
"If they can't make more than one Misanga in the morning and in the evening during the training?"

“Y-Yes.”
“But Sherry can make more than one. Shouldn’t you move on to next equipment?”
“Y-Yes, I guess.”

She hasn’t completely let go of what was taught to her, it seems.

“It’s alright. Even if you can’t, it’s fine.”
“We use a branch when making Dagger. However, the branch is lost, if it results in failure.”

I see.
There seems to be a cost of failure.

“Is there anything else, in case of failure?”
“No, there’s nothing else.”
“If it’s only a loss of branch, then there’s no problem.”
“I-I understand. To make a Dagger, we need two Jack-knives, dropped by Kobolds, a branch and a piece of hide.”

It’s complicated.
Is it gonna be alright?
Yeah, it’s alright.
I said it’s alright, but…

“But isn’t it a sudden increase in difficulty level?”
“Using multiple materials is not difficult. There are many equipment that require a lot more raw materials.”
“I see. Two Jack-knives, a branch and a piece of hide?”

Jack knives seem to be used as material.
Can they be evolved into a Dagger?
Not unless you’re a Master Smith, I guess.

Jack-knife can be turned back into metal to make copper coins. Is that why branch is used?
Branch is necessary in processing metal.

What about hide then?

“Hide is used to make sheath.”
“That’s convenient.”

When an equipment is made, its sheath is made together with it.
It would indeed be bothersome if you were to first make the equipment and its sheath separately.
But that's not the case.

For afternoon exploration, we go to 3rd floor to hunt Kobolds.
The problem is, Kobolds don't drop only Jack-knives.
I hunted about ten Kobolds.
Last two Kobolds both drop Jack-knives. Finally!

Can't I buy it from the guild?
No, Dagger is not an essential item.
We need to make a Dagger only because it's the next equipment in order.

I have no idea why Master Smiths have predetermined order of equipment. Due to MP capacity, perhaps?
Or to gain experience?
Whatever the reason is, we need to follow it.

"Well, I'll start then."

Before dinner, I hand two Jack-knives, a branch and a piece of hide to Sherry.
Sherry activates the skill.
Her hands start glowing.

Her hands keep glowing.
I don't know why it's taking too long this time.
She picks the materials up from the table one after the other.
It's clear that the difficulty level has increased.

Dagger | One-handed sword

When the light subsided, only a sword remained.
And it's sheathed.

"Oh, a success."
"I did it!"

Sherry seems to be fine too.

“Are you feeling okay?”
“Yes, I’m fine. I feel I can make one more.”
“No, there’s no need to overdo it. It should be more taxing than Misanga.”
“That’s right. Making a Dagger requires more effort than making a Misanga. But I don’t feel tired at all. I think I can make more. And I was told that it’s more tiring to make a Dagger than to make a Misanga. They told me to make one Misanga in the morning and in the evening for a long period of time. Why did they lie to me?”

Sherry’s distrust toward people who taught her seems to be increasing.
It’s getting bad.

Her MP is a lot more than other Master Smiths of same age as her, due to her high level, and shared effects of my Hero job.
There’s no helping that she’s different from the rest.

“I think it varies from person to person. They were not wrong in my opinion. It’s just that Sherry is an extraordinary Master Smith.”
“Thank you. That might be so. Dagger sells for high price, yet there was no one who mass produced Dagger. Dagger might indeed be tiring to make, so it was probably not a lie. It’s a mystery to me.”
“Dagger’s price is high? Then can you make more Daggers from now on?”

I change the subject.
It’s too good to be true in this world, so it’s better to not dwell further into it.

“Yes. I’ll do my best.”
“So, after Dagger are hide equipment?”
“Hide Mittens, Hide Cap, Hide Boots, any equipment that requires one piece of hide.”

I see.
So the difficulty level doesn’t increase if it requires only one piece of hide?

“There’s plenty of hide here. Can you make one?”
“Yes. It should be fine even if it results in failure, since it doesn’t

need branch.”

Because there’s no cost of failure this time, Sherry replies with a voice full of energy.

Chapter 67 - Rational

Next morning. I go to Vale's Adventurer Guild.
Roxanne is doing the laundry, and Sherry is preparing breakfast.

Quratar will be farther away from Palmasque, as it's to the west of the Imperial Capital, which in turn is to the west of Vale.
So it's rational to start off from Vale.
It's also well in the morning here than in the west.
I had Sherry write the names of the towns that fall on route from the Imperial Capital to Palmasque. I match it with the ads posted on the guild wall.

There are many adventurers who are stationed here for the purpose of teleporting to other locations.
Charges are two silver coins per person.
Therefore, I have Roxanne and Sherry stay at home. I'll be making the trip alone.

I could also post a job stating the place I want to be teleported to.
However, the charges in that case would be higher.
Because Palmasque is quite distant, I might end up attracting unnecessary attention.
I have no reason to be hasty, therefore, I'll take safer way.

When I was searching for ads on the guild wall, I found an ad that mentioned 'Dohona.'
I remember it from yesterday's conversation.

"Dohona?"

I ask an adventurer woman of Vale's Adventurer Guild.
She directs me to a person.
I don't know because I have never been to Dohona's Adventurer Guild, but there's a person standing in the transit area. He must be from Dohona's Adventurer Guild.
According to what Sherry said yesterday, Dohona should be the next town that falls on the route, but it's not mentioned on the paper.

And there's no other ad that matches with the cities mentioned on the paper.

"I want to go to Dobur, but you seem to be from Dohona's Adventurer Guild."

I ask the middle aged man who was standing in the transit area.

"Yes, because Dobur is too far from here.
"Too far?"
"It's too far for two silver coins. I've been to Dobur before, so I can take you there, but the charges will be eight silver coins."

Apparently, the ads posted on the wall mention only those towns which are not too far.
"Is it negotiable?"
Eight silver coins is four times the original!

"Negotiable?"
"You can't go to Dobur with two silver coins. The closest I can take you for two silver coins is Shupowar. However, I don't know if they go to Dobur from Shupowar."

Seems reasonable.
It is reasonable.
But I know that I'm being taken advantage of.
Is this way of business normal in this world?

"Can you take me to Dobur from Shupowar for four silver coins?
"Let's see… how about six silver coins to Dobur?"
"Hmm…"

You can't go directly to a far off place, for the consumption of MP is considerable.
If you use up all of your MP, you'll need Mana Pill to recover it.
Is that why there's extra charge?

"I'll take five silver coins then. No less than that."

The old man is reducing the charges even more.
There's a possibility that they don't go to Dobur from Shupowar.
Do I have no other choice but to spend five silver coins?

“Alright, five silver coins for Dobur.”
“Thank you for the business.”

The old man laughs.
A handsome young man laughing like that is a different thing, but an old man doing that looks weird.

Damn it!
The trip has only just started, and I’ve already spent five silver coins!
I’m stIll not convinced about this trip.

When we reach Dobur’s Adventurer guild, someone asks the old man for Dohona, and he quotes three silver coins.
Everyone withdraws.
He’s plain greedy.
Serves him right.

By the way, I can go back from Dobur’s Adventurer Guild to Shupowar for two silver coins.
And from Dobur to Dohona for four silver coins.
The conclusion is, going there via Shupowar is cheaper.

That old man knew it clearly.
But connecting trips take longer, so five silver coins is not a bad deal.
However, the old man hid the fact that five silver coins was the market price, and didn’t quote it right from the start.
Eight is simply too much!

I return home from Dobur’s Adventurer Guild.
I wasted too much time in negotiation, and kept those two waiting for breakfast.
Dobur doesn’t seem to be at a distance that can be covered with two silver coins, and I confirmed that by going back to home.

When I arrived at home, my MP had decreased a bit.
Just like Field Walk, MP consumption of Warp as well seems to be dependent on distance.
The reason why this distance didn’t affect me as much as it affects other adventurers is because I have multiple jobs, including Wizard. Therefore, I have a lot more MP than other adventurers.

Whether Field Walk is more efficient or Warp, in terms of MP consumption, I can't verify it because I don't have Field Walk.

When you're stationed at adventurer guild, you'll often get customers in quick succession, not affording you any spare time to recover MP.
So you need to consume Mana Pill which is not free.
Therefore, the distance you cover with two silver coins is short.

Next morning. I return home after advancing further.
I can feel my MP decreasing even more than yesterday.
I'm not sure if I've even covered half of the total distance.
Is directly going to Palmasque really not possible?

When I returned, Sherry had made hide boots.
Combining this with yesterday's, she has made a complete collection of Hide Mittens, Hide Cap and Hide Boots.
Earlier, I was concerned about Sherry's constantly declining trust in those who taught her about Master Smith job, but not anymore.

"What are Master Smiths supposed to make after Hide Boots?"
"Club." (TL: Can also mean hammer, as mentioned in previous chapters.)
"Club?"

Sherry is now moving on to weapons.
She has finally caught up.
Does making a club require skills?

"However, the material used in making a Club is plank, dropped by Rub Shrub.
"Plank?"
"The monster that drops plank appears on higher floors."

I see. Such trap.
If a Master Smith is to make better equipment, they need to go to higher floors.
Well thought out.

A good equipment should use good materials indeed.
Cheaper materials have their limits.
But good materials are dropped by stronger monsters.

The items which monsters drop are originally parts of their own body.
You can't expect a weak monster to drop steel or orichalcum.
The monster that drops orichalcum must have orichalcum somewhere on its body.
It's rational.

"Can't we just buy it?"
"Umm… generally speaking, you make and sell hide equipment until you're able to hunt Rub Shrubs."
"Is that so?"
"If you buy materials, your profits decrease. Unless you want me to make it, I won't consider making it. There are many equipment after club which comprise solely of hide. I can try making them instead. It'll also serve as an alternative to my training."

Just like making a Dagger consumes more MP than making a Misanga, equipment which are further up the order would require more MP, even if they're made only of leather.
There's no significant change in profits, if you make more of simple items, or less of advanced items.
Because people who can make advanced items are fewer, they're supposed to make more. But there's no need for us to overdo it.

"I understand. You keep making Hide Mittens, Hide Caps and Hide Boots for now."
"Yes. Also, now that we can hunt monsters on 9th floor, we should try the labyrinth where Mino appears on 9th floor. That way, we can hunt monsters, and I can collect materials at the same time."

Is there really such a labyrinth?
If there's a labyrinth where Mino appears on 9th floor, I can hunt and Sherry can collect materials. That's killing two birds with one stone.

"Hmm. I don't think we have to go out of our way."

Because hide is a normal drop from Mino, there's no trouble in collecting it anyway.
And the monster on 9th floor of Vale's labyrinth is Slow Rabbit, the skin of which sells for twice as much as Mino's, so it's better from earnings standpoint.

Although I'm reluctant about fighting Rapid Rabbit again, it doesn't mean we should just run away from it.
It's not good to bully weak monsters.

"Understood."
"Is there no labyrinth where the monster that drops plank appears on 9th floor?"
"Umm… the least floor where Rub Shrub appears is 12th. Although the order is different, monsters that appear from 1st floor to 11th are same for any labyrinth. Similarly 12th to 22nd floor, and so on."

So it was like that.
It's my first time hearing this.

Kobolds, Slow Rabbits, Minos etc, they seem to be the monsters that appear from 1st to 11th floor in every labyrinth.
This has indeed been the case for Quratar's and Vale's labyrinths.
Rub Shrub seems to appear from 12th floor to 22nd.

"The most I can do is try to look for a labyrinth where Rub Shrub appears on 12th floor."

There's gonna be quite a while before Sherry is able to make next equipment.
We can only make hide equipment for now, but I can't have her make in large quantities, so as not to fluctuate market price too much.

I finished afternoon exploration as soon as I could.
It's been ten days since Sherry came here.
It's the day Sherry's maid clothes were supposed to be ready.

"We are finishing early today? Are you going to take bath?"

When we return home, Roxanne asks me with seemingly expectant eyes.
No, they were certainly expectant eyes.
She seems to have taken a liking to bath.
Unfortunately, however, it's not time for bath.

"No, it's not time for bath. It's time to go to the merchant's place."

“Slave merchant? Do you intend to increase party members?”

She asks with eyes seemingly devoid of expectation.
No, they were certainly devoid of expectation.
And I don’t know why, but the temperature seems to have dropped.
Or it might have only been my imagination.

“Not this time, unfortunately, I don’t have enough money to afford one. But I do intend to add more party members. It’s natural course of action to increase our battle strength. You two stay here for now.”
“Yes.”
“Understood.”

It’s better to make their mind up beforehand.
But I should tell them only that which is necessary.

The purpose of increasing party members is to increase battle strength, of course.
There is no implicit objective.
But…

“My objective is to increase battle strength, but I won’t acquire someone who doesn’t get along with Roxanne and Sherry.
“Okay.”

Having a male slave is out of question because of the risk to these two.
I have no particular criteria anymore for next slave.
Granny is no option either.
Someone young would improve the battle strength more.

Someone who would motivate me.
Morale is an important factor in determining battle strength.
Someone young. Someone beautiful.
My motivation is slightly different.

The purpose of adding new party member is to increase battle strength.
It’s natural course of action to increase battle strength.
It’s decided then. We have to increase battle strength.
There’s no helping it because we have to increase battle strength.

Yes.
It's rational.

"The reason for my visit this time is different. I have to pick Sherry's clothes. Are you sure you don't want the will changed, Roxanne?"
"I'm sure."

Roxanne nods with confidence.
If Roxanne says it's fine, it probably is fine.

"Sherry, do you want it changed? According to the will, you'll be released in the event of my death."
"I have only recently come under your care, so I'm fine with it."
"Okay, no problem."
"Thank you."

I may die outside battle, so there's no merit in dragging them to death with me.
To have Sherry released after my death is rational.

"It's not like you'll stab me while I'm asleep, just because you'll be released."
"No, if master dies in the house, surviving slave would be the suspect. Therefore, you're more at risk in labyrinth."
"Don't scare me."
"I won't do it, of course."

Sherry says coldly.
In labyrinth, there won't be any need to dispose off the body.
There won't be any further investigation, if it is stated that I died to a monster.
Labyrinth is definitely the best place for murder.

In labyrinth, however, I have Roxanne with me.
Sherry can't act recklessly there either.

"I trust Sherry."
"I'll work hard to repay your trust. What do you have in the will for Roxanne-san? Will she also be released?"
"No."
"I won't be released if master is dead."

Roxanne declares it herself.
It's better than I saying it.
If I say it myself, it would seem like I'm forcing her.

"You won't be?"
"To protect master is my only purpose. I would protect master's life even if I have to give my own life. There's no point in having myself released. If master dies, I will have failed in my duty, so it's only natural to follow him in death. I would not like to live in a world where master is not alive."

I'm in awe after listening to her reason.
Grateful. I really am grateful.

"Umm…"
"That's what Roxanne feels. You don't have to do it if you don't want to. I may also die to illness. There's no point in dying for that."

The atmosphere is somewhat uncomfortable.
I feel like a soldier facing a kamikaze.

It was awkward to tell her about her release just like that.
So I had to explain it that way.
Sherry doesn't have to follow me.

"Don't you have anyone to inherit your slaves?"
"No."
"Is that so? Then I would like you to have me released."

Good.
She speaks her mind.
As expected of Sherry.
She is rational.

Chapter 68 - Jealousy

I went to the slave traders business in Vale and picked up Sherry's maid cloths.
I am introduced to a new slave while I'm there.

An 18 year old woman from the wolf tribe. She's quite cute.
Her hair is a little scruffy, and her skin complexion is a little bad, but there probably wouldn't be any problems after a little polishing.
If this were a school, I'd compare her to the one or two students in each class that stood out.
When I was in Japan, it's a level I'd take notice of.

However, things have changed.
Now that I have Roxanne and Sherry, I'm not interested.
You could say that I graduated and calmed down, or maybe that I'm used to a higher level of luxury?

Roxanne and Sherry will be waiting for me when I return home.
I don't need to be greedy.

A party is six people.
I should choose them carefully.
I can choose more than five people, but it wouldn't be worthwhile.
Five is the most effective amount.

"What do you think? She can't speak Brahim yet, but I'll be happy to sell her to you after she's learnt it."
"I'll pass this time, though she isn't bad."
"I understand."

That discussion is finished, and I declined Alan, the slave trader's offer.
I don't have enough money anyway, so there's no helping it.
I changed the topic quickly.

"Can I leave a will for Sherry?"
"Sure, what kind of will?"
"I'd like to free Sherry when I die."

“The change in the will comes to 300 nars, is that fine?”

I’ll make a will for Sherry.
Since I only asked for one thing this time, the 30% discount doesn’t work.
I pay three silver coins.

“That’s fine.”
“Then, please hold out your left arm.”
“Ah.”

It seems that the intelligence card is used to leave a will.
The slave trader pulls out my intelligence card and does something to it.
I check it after he’s done.

Kaga Michio| 17 year old male| Freeman
Explorer
Owner of Slaves: Roxanne, and Sherry (releasing on death).

The will seems to be displayed on the intelligence card.
Saying that I’m releasing someone, and then not releasing them would be difficult.
Well, there’s no problem if I don’t show slaves my intelligence card.

“I’ll give you this as well.”

After he finished with my intelligence card, the slave trader passed me something.
It’s papyrus.
It’s folded with a wax seal on the center.

“What’s this?”
“It’s a letter of introduction to the slave trader in the Imperial Capital. Though they won’t have a Master Smith, it’s still good to stop by at least once.”

The Master Smith is already unnecessary.
There doesn’t seem to be any slaves that stand out here anymore.
After I’ve built up my money, I’ll go.

I returned home with the case of maid cloths.

I passed the case to Sherry.

“Some cloths for Sherry. Put them away in the wardrobe.”
“May I put them on?”
“That’s fine, it might be good.”

I nod. Sherry looks at me once, then goes to the corner of the room.
She starts taking her cloths off.

You’re changing your cloths here?
Well, there’s no need to be modest changing cloths.
Not anymore.

Since I always see, it’s nothing out of the ordinary.
Well, there’s not that many times that I can watch it so clearly.
Her slight bashfulness is nice.

“Um, can I wear mine too?”

While I was enjoying the sight, Roxanne interrupted me.
When I approve it, she leaves the room.

“While you were out we received a message from Luke. He’s made a successful bid on a green caterpillar monster card.”

Sherry speaks while she changes her cloths.

“Ah, the green caterpillar monster card.”
“Yes, with the substitute skill.”

It’s finally come?
I said it was fine if it was a little high, so it’s natural to get it soon.

“That’s all we need for the Misanga?”
“Yes, and it seems that a green caterpillar monster card cannot be fused with a weapon, or with a kobold monster card.”
“So there’s only the substitute skill?”
“Yes. The winning bid was 4,300 nars. The previous time it went for 3,900 nars, so the difference isn’t much.”

Sherry explains as she puts on the maid cloths.
She opens the buttons from the bottom.
The buttons on the maid cloths go up the back.

“That’s good. I’d complain if it was too high.”

I move around behind Sherry to help out.

“Thank you. They are quite smart, they’ve likely charged the very limit of the amount you’d pay before complaining.”

They’ve made a guess at how much they can get from me.

Roxanne comes back with her maid cloths.
She opens the buttons on her maid cloths.
Why is Roxanne changing here?

There are no bra’s in this world.
In other words, everything is exposed the moment Roxanne starts to remove cloths.

Jiggling.
They jiggle and bounce with the movement of undressing.
Soft, elastic, white fruit jiggles beautifully.
They swing like they are blowing in the wing.

So powerful.
Soon Roxanne puts the big things away.

“…Roxanne’s are big.”
“Ah, Roxanne, I’ll do up your buttons as well.”
“Thank you, Master.”

I moved to Roxanne’s back.
How should I comment on Sherry?

“Sherry, that suits you well. Your small stature is cute in it.”
“Thank you.”

Sherry’s beauty is like a doll in maid cloths.
The charm of Roxanne’s maid cloths is a more sensual womanly impression.
I love both of them.

The maid cloths are good things.
They emphasize their feminine charms.

“Master.”

After I do up the buttons, Roxanne turns around.
“What about my cloths?”
“Of course, you look really good.”
“Thank you. Oh, and…”

She looks away a little awkwardly.

“What’s wrong?”
“Can you carry me like this?”

I don’t need to respond.
I lift Roxanne with both arms.
She’s rather light, and has a soft warm feeling.

Where should I carry her?
It’s obvious.

“Wait a moment Sherry, and I’ll carry you as well.”

I carry Roxanne to the bedroom.

Lack of sleep.

Last night I enjoyed the full service of two maids.

A maid serving me from the right, and a maid serving me from the left.
I fully enjoyed the service of the two maids showering me in affection.
Afterwards, we had a late dinner, followed by enjoying the path of the Sex Maniac some more.

Probably since it's my routine, I wake up in the morning at the same time as always.
My sleeping time probably wasn't enough.

I'm worried about going to the Labyrinth with lack of sleep.
I consider it, but it wouldn't be good to enter with a tired body that's slower than usual.
My health is alright.
My sleep was insufficient though.

I check on Roxanne and Sherry, but both of them seemed to be alright.
I could give a reason for not going, but I decide to go after all.
I'll just have to pay careful attention while hunting demons.

NT Ant is easily defeated with three spells. It seems things are alright?
We moved through Vale Labyrinth's ninth floor, and found a small room.

"Master, a treasure chest."

When we enter the small room, there's a small mound in the center.
A treasure chest.
It's been quite a while since we've seen one.

"Wait, wait, wait."

The young mustn't be impatient.
Roxanne had pierced it with her scimitar, and pulls back panicking.
Don't rush in immediately.
Your allowed to do things immediately in bed though.

Does Roxanne have lack of sleep too?
There's a chance it's a mimic.
I should prepare carefully.

I put the wand away, and pull out Durandal.
After I take a stance, I give Roxanne a nod.

"There isn't much chance of having a mimic boss on the lower floors."
"Really?"
"Yes. It doesn't seem to appear on the 11th or lower floors. It's possibly because there aren't many treasure chests on the lower floors. It's the 12th or higher floors that sometimes have a chance of a mimic boss."

Does the floor boss come out from a mimic?

Roxanne thrusts the scimitar while Sherry explains it.
The floor is cut open.
A silver coin comes out.

"Master, a silver coin."

In total, there were 13 silver coins. 1,300 nars.
It's a nice small sum of money.
Won't more come out?
Well, that's expected for a lower floor.

Treasure chests contain equipment, or things from the item box of people who died in the labyrinth.
13 coins, is the previous owner a Lv13 Explorer?
I give a small prayer to the previous owner, and then receive the coins from Roxanne.

"I'll use my sword to fight for a while."

I've used a fair bit of MP, so I'll use Durandal to recover since I already have it out.
We leave the small room, and Roxanne leads our exploration.

Roxanne guides us.
She guides us to a place with four NT Ants.

A group.

“Here they come.”
“I’m going in.”

First I swing Durandal at the left NT Ant.
I parry an attack from the ant and then swing my sword again.
The NT Ant on the left is defeated. Sherry is fighting the next one.
I sneak around behind it and attack it.

Under the center NT Ant, an orange magic formation appears.
The skill.
NT Ant has a skill that shoots poison.
It seems quite dangerous.

Turning, I extend my body and arm towards the central NT Ant and swing Durandal.
It’s a really bad posture, but it’s unavoidable.
Durandal cancels the demons skill with [incantation interruption].
There is no poison.

I’m relieved, but I feel pain.
There’s a blow to my right thigh.
The NT Ant that I left behind attacked me.

I feel the impact to my thigh through my whole body.
It’s quite a shock.
Even with [Plating] it’s this strong?
It doesn’t look bad, but it feels horrible.

Gah.
My heart strains from the shock.
It’s more shock than pain.
It’s like someone grabbed my heart.

“Master!”

Sherry and Roxanne seem to be saying something, but I can’t hear it well.
This is dangerous.
I don’t think it was that big an attack, but was it?
I swing Durandal to my left and absorb some HP.

However, I don't feel like I recovered at all.
I start to break out in a sweat.
It feels like the shock is getting bigger.
Why?

I clutch my chest.
I collapse down onto my knees.
It's hard to endure the pain.

Even my head feels like it's been hit by a major earthquake.
My trembling doesn't stop.
I can't think. I'm starting to feel delirious and have a temperature.

"xx"

Sherry comes forward and says something.
I can't understand what she's saying anymore.
All my nerves are under fire from the shock.
I can't think about anyone else.

Sherry's face approaches me. Why?
Her lips are pressed against mine.
Sherry's tongue moves & enters my mouth.
What are you doing during combat?

I accept her, even though I don't understand the reason.
I open my mouth and let her in.
A soft, gentle tongue.
Something rolls from the tongue.

Something replaced her tongue.
The thing which rolled in is obstructing my mouth.
I swallowed it to remove the obstruction.
After that, I stuck to Sherry's mouth.

I twirled around Sherry's tongue, that entered my mouth again.
Twirling, clinging, and sucking.
Sherry's tongue tastes like I've forgotten everything.
Entwining my tongue with Sherry's, it feels like I'm forgetting the impact.

Actually, the shock seems to be going.

Sherry’s kiss is acting like a tranquilizer.

The shock is really decreasing.
The burden on my whole body is leaving.
The pain leaves, the dullness leaves, and the cloud over my mind clears up.
It feels like my heart has been released by whatever was grabbing it.

The burning is gone.
The trembling has stopped.
My thoughts are back.

What was that?
What happened?

“Are you alright?”

Sherry asks, as she separates her mouth from mine.

“Oh… yes.”
“I fed you the antidote pill. It seems you were poisoned by the NT Ant.”

I was poisoned?
Poison.
So it was poison.

I was poisoned.
It came from the attack by the NT Ant.
The shock was due to the poison.

It was a tremendous shock.
It was a terrifying shock.
I’d surely die if I was left like that.

This is bad. This isn’t the time to think about it.
My mind is clear.
We are still in combat.
Two NT Ant’s are left.

Looking at my surroundings, Roxanne is fighting the other two.

She’s dodging them perfectly.
I attack the nearest demon with Durandal.

I cut it from the side, since it’s facing Roxanne.
With each blow, the remaining burden on my body lifts.
The damage done by the poison is being recovered by [HP absorption].

They aren’t a problem if I beat them with Durandal.
The remaining NT Ant’s are beaten straight away.

“Master, are you alright?”
“I’m alright, sorry about that. I’ve caused you to worry, Roxanne. Lets go back to the small room we were in a little while ago.”

I don’t think there is a problem, but I should confirm my physical condition.
We pick up the [Sting]’s, and return to the small room with the treasure chest.

“It’s safe here.”
“I was saved. It’s thanks to both of you. Roxanne kept the demons busy, while Sherry gave me treatment. Thank you, thank you both very much.”

I wasn’t able to deal with the poison at all, probably because it was my first time.
I didn’t even realize it was poison, and didn’t think of taking the antidote.
The poison would definitely have been dangerous if I was alone.
The labyrinth is a terrifying place.

“Thank you. We did what was natural.”
Roxanne puffs up her chest with pride, while Sherry turns away embarrassed.
Yes.
She had to transfer it mouth to mouth.
This is a different embarrassment to kissing.

“But, I wanted to do it as well, and Sherry’s done it twice now.”

Roxanne mutters in a quiet voice.

Ah. Previously when Sherry was out of MP, I fed her medicine mouth to mouth.
This is the second time.

“Do you want some water? Get out your cups.”

I take a small tub from the rucksack.
I get some water with a [Water wall].

“Roxanne?”
“Yes?”
“I’m still a bit sore, can you give me some water with mouth to mouth?”

I asked Roxanne, and she raised a cup up in front of her chest.

Chapter 69 - Palmasque

After leaving the labyrinth, I head to the adventurer guild alone.
The poison is all gone now. My mind is clear. There's no uncomfortable feeling.
Thanks to Durandal, I have recovered my HP as well. There's no damage to my body either.

I resume my trip, and visit more adventurer guilds.
Today, I reached Zabir.
According to what Sherry said, this town is situated on the border of the Empire.
Next stop from here is Palmasque.

I match the note with the ads posted on the wall of Zabir's Adventurer Guild.
There's nothing written that looks like 'Palmasque.'

"I want to go to Palmasque."
"We go to Palmasque three times a day: In the morning, at noon and in the evening. Charges are five silver coins per person. The one in the morning has already departed. Next one is scheduled for noon. There are four more hours to go."

I ask the stationed adventurer, to which he replies.
But there's no clock inside to tell exactly when it's noon.
I'll be in trouble if there's no one outside to confirm the time from the position of the sun.

I return home because there was nothing else for me to do.
I immediately go outside to check the position of the sun.
It's earlier in the morning in Quratar than in Zabir.
There are about six more hours till noon. Two-third of that will be four hours.

So there's a difference of about two hours between Quratar and Zabir?
Considering there's a time difference even between Quratar and the

Imperial Capital, it doesn't seem that much.
Difference of two hours means they're about 30 degrees apart.

My MP decreased considerably.
I wonder if I can go directly to Palmasque at this rate.
If my MP decreases even more, will it become negative?

Should I take the risk of going directly to Palmasque?
No, my MP is not enough. There's no need to inflict unnecessary damage to myself.

"What were you looking for?"
"I have to wait for four hours, so I was trying to confirm time."
"Four hours? Then I'll tell you when it's time."

I can depend on Roxanne's body clock, it seems.
I can't tell the exact time anyway.
But there's no knowing if her body clock is accurate either.

After breakfast, I go to the merchant guild.
I buy the Caterpillar Monster Card from Luke, the broker.
Because I have already used Appraisal, I know it's not fake.
Again, I opt not to verify it.

When I was in the waiting room of the merchant guild, I saw a familiar face.
Exceptionally good-looking, the leader of Harz duchy knights, Gozer.
Even though he was just sitting there, he looked so picturesque.
An overwhelming presence could be sensed.

He is good-looking.
For this reason, I don't want Roxanne to see him.
I don't want her to see any good looking man.
I wish my worries were unfounded.

In the past, Henan was hit with calamity because the people there were anxious. (TL: The only thing I found is famine in China that mostly affected Henan province. If someone has more accurate details of the event, please do tell us.)
I'm worrying for no reason. I shouldn't act like a fool.
Even Taishan can collapse. Even a pillar can fall because of a single

joint. Even a sage can die.
But Taishan hasn't collapsed. The pillar is still standing. The sage is alive somewhere.

If a sage can die, why can't a good-looking man?
Yes, die!
Go, die!
Die right now!

"Oh, what a coincidence. Are you here for auction?"

I seem to have been noticed because I was cursing too much.
I wanted to ignore him as much as possible.
But Gozer has such a refreshing smile about his face.

"For equipment related matter."
"I see. Well, that's the most important thing to an adventurer after all."
"And you, Gozer-dono?"

I step froward to cover those two behind me.
Sherry too, I don't want her to see him.
But she has already gone ahead to read some book.
She seems to be more interested in books than in good-looking men.

"Because the duke's work includes socializing, I'm here to acquire a gift item."
"Gift item?"

Socializing is a part of a noble's job.
He will surely be acquiring it through auction.
Because it has to be a rare item.
Getting rid of labyrinths in their territory is another part of their job.

"It's soon to be the third imperial prince's wedding. The prince intends to move to his own house after getting married. How about Orb of Self Destruction for their soon-to-be-born child? or Elixir? I'm having difficulty in deciding on something appropriate for the new couple."

So he wants to move to his own house.
He doesn't intend to succeed. He wants to be independent.

The third imperial prince huh?

“That does sound difficult.”
“Do you have something?”
“Unfortunately not.”
I have no reason to be in possession of such items.

“Well, choosing gifts takes time. If you come into possession of Might of Ryozen perchance, we would like to purchase it from you.”
“How about Palmasque Mirror?”

I heard from Sherry that it’s a popular gift among nobles.

“Nobles in the east use it often, but we, in the north, hardly get a chance to get one, as it’s difficult for us to go to Palmasque.”
“I see.”

If you can get hold of a specialty item, you can use it as a gift.
Of course you can.

“Because there’s going to be wedding of an important figure in the Imperial Capital, I’m not sure if I can get one from there. Can you perhaps get it from somewhere else?”
“Probably.”
“Well then, if you can get it from somewhere else, we would like to purchase it from you. You can meet us at the imperial palace in Bode.”

I’m not sure if I can go directly to Palmasque, but I can go to Zabir at least.
Because Zabir is closest to Palmasque, can I acquire mirror from there for cheap?
Alternatively, I can rest in Zabir to recover my MP, and then go to Palmasque.

“Okay.”
“Well then, have this.”
“This is?”
“The emblem of Harz duchy. If you show this at the imperial palace, the duke and I will be informed immediately. Please make sure not to use it needlessly, as you’ll be charged with the crime of abusing it.”

He hands me a piece of cloth with an insignia on it.
The emblem is well made.
I'm not sure if it's weaved or embroidered, but it looks really difficult to make.
So there isn't much risk of producing a fake.

Is this thing a sort of letter of introduction?
I have received yet another letter of introduction. Is this the season of letter of introductions?

"Sorry for the wait, Gozer-sama. There were some guests."

When I put the emblem in my rucksack, I hear someone from behind me.
Luke.

"Am I perhaps that guest?"
"Oh, you know each other?"

When I turn around, Luke gets surprised.
So even nobles use services of a broker for auction?
Luke probably has connections in the Harz duchy.

"I guess."
"Is that so? Then please excuse my intrusion."

Two subordinates of Gozer, who were accompanying Luke, leave.
Those two were elves. They were good-looking, not to mention.
Damn it!

Sigh "Are all elves good-looking?"
"It seems so."

Roxanne replies without any expression.
She doesn't seem to have any interest in them.

"An elf and a broker, a perfect combination."

Oh no! Sherry seems to be interested.

"Perfect combination?"
"Elves and brokers, no matter how much I try to, I can't understand these people."

“Is that so?”
“Whenever elves come across dwarves, they tell us to ‘grow up.’ And brokers…”

Apparently, elves and dwarves are not on friendly terms.
Sherry too doesn’t seem to be interested in elves.
Why she distrusts brokers, however, was left unsaid.
I wonder what it would be like if there was an elf broker.

“So getting acquainted with a broker or an elf is out of question?”
“Even if they’re elves, not everyone is bad. It’s important to try to get to know them first.”

Sherry is rational after all.
Her hatred is not unconditional.

“Let’s return home?”
“There are three more hours left. We can go to Vale.”

Roxanne says upon arriving at home.
Roxanne’s body clock seems reliable.
Sherry making equipment, breakfast, negotiating with Luke.
Did it all take just one hour?

On Roxanne’s suggestion, we go to Vale’s labyrinth.
There was something from the conversation with Gozer that I didn’t understand, so I ask Sherry.

“What is Orb of Self Destruction?”
“A suicide attack item.”
“Scary.”
“If you use Orb of Self Destruction, you inflict massive damage to your opponent in exchange for your own life. Adults, however, rarely use it. It’s believed that there’s a chance for it to not activate when used by a child no more than three years old. If it doesn’t activate, you don’t inflict damage, and you also don’t lose your life. If the child survives, they can acquire Wizard job.”

I heard that you consume some sort of medicine in childhood to acquire Wizard job.
Was the medicine the Orb of Self Destruction?

Because it's used by a child, it's popular as a gift to a newborn?
Going by its name, however, I can't consider it a gift.

It's perhaps something similar to my bonus skill Full HP Release.
I obtained Wizard class by using bonus skill Full MP Release, it seems.
I could acquire Wizard job by releasing all of my HP.
But I would have died if I did.

If used by a child, however, there is a chance for it to miss.
In which case, they can acquire Wizard job.
I wonder if it's some kind of bug.
People here seem desperate to acquire Wizard job.

"And Elixir?"
"It's medicine of the highest grade. It can immediately and completely recover any injuries, fatigue and negative status effects."
"There was something else, which I don't remember, what's that?"
"Might of Ryozen. It's a raw material used in making Elixir."

Ryozen huh?
In short, these are all luxury items used as gifts among nobles.

"I see. Thank you."

After talking to Sherry, I continue to hunt.
I could also stay at home and use the shadow of the house to tell the time, not just rely Roxanne's body clock.
There are three chances after all.

"Master, it's about time."

Roxanne says when I take a Slow Rabbit out with Cook job activated.
By the way, does the chance of rare drop increase with the level of Cook job?
Lately, Slow Rabbits have been dropping more meat.

"It's time already?"
"It has been about three hours since we came to the labyrinth."

Sherry says the same thing.

The bill has been passed by two-third majority.

“Let’s hunt one more.”
“Okay.”
“Well then, I’ll have to trouble you one more time.”

I bring Durandal out, and send Roxanne to search for one more monster.
I take the rabbit out, and recover my MP.

I went to Zabir directly from Vale’s labyrinth.
Although not completely, my MP decreased to the extent that I could clearly tell.
To be specific, it decreased more than in the morning.
On the way back, I should better go to the labyrinth first to recover my MP, and then head to home.
I was right in bringing Roxanne along.

No, I’m not really sure.
Now I know why my MP decreased more than in the morning.
Zabir should be more distant from Quratar than from Vale.
An airplane wouldn’t be fast or slow depending on airflow. Whether I’m going east or west shouldn’t increase or decrease consumption of MP. (TL: I’m not sure about this. It wouldn’t be fast or slow, but it would affect fuel efficiency, right? Take what the author said with a pinch of salt.)

Considering that, consumption of MP probably depends on the number of people.
Earlier, I covered this distance alone using Warp, therefore, I can tell the difference.
If the number of people increases consumption of MP, it was a bad decision to bring Roxanne and Sherry along.
Oh well, there’s no helping it now.
I ask the same adventurer from the morning.

“Can I go to Palmasque now?”
“Ah, you’re the one from earlier. So there are three people now. Noon bell is about to ring. We’ll be departing after that.”

We are three people while the party can be up to six.

Excluding the adventurer who'll be taking us to Palmasque, there can be five people at a time.
Beside my group, two more people can join.
First five to join get to travel, it seems.

"These two will stay here."
"Very well."

After that, I disband my party.
Sherry goes toward the wall where the ads are posted.
Unlike Roxanne, Sherry has a way to kill her time.

The noon bell rings.

"Those who want to go to Palmasque, please gather here. Charges are five silver coins per person."

Five silver coins to Palmasque.

"Welcome. Anyone is free to enter Palmasque. You can buy and sell as well. It's necessary to keep copper coins with you. Taking residents of Palmasque outside is prohibited. All the buildings in the town, except for the adventurer guild, use protective cement, therefore, Field Walk can only be used through the adventurer guild. Outside the adventurer guild is the check post. You are required to verify your Intelligence Card there. You'll also be required to pay entry toll of one silver coin in addition to the charges."

The adventurer from Palmasque's Adventurer Guild, who's in charge of taking us to Palmasque, gives a long explanation of rules.
Going to Palmasque seems to be a hassle.

Chapter 70 - Mirror

I went back from Palmasque's Adventurer Guild to Zabir's myself.
Normally, they would immediately gather customers for next trip, but the adventurer who brought me to Palmasque was not doing so.
Because of break.

My MP decreased so much that it could clearly be felt.
Zabir is closer to Palmasque than Quratar.
That being the case, moving between Palmasque and Quratar via Zabir seems a daunting task.
Even more daunting, however, is moving between Palmasque and Quratar directly.
I must also take my party into account.

"How much does a Palmasque Mirror cost?"

I ask the adventurer stationed at Zabir.

"Palmasque Mirror? Depends on its size."
"About this long."

I use both my hands to show him the size — from top of my head down to my chest.

"From forty to fifty silver coins to as much as a gold coin. Prices of decorated ones are sky high. If you can go to a workshop in Palmasque, however, you can get it for a little cheaper."

The adventurer replies.
I have no idea what decorated mirrors are like. It must be decorated on the rim, otherwise, it would difficult to use if it were decorated on the surface.

I form party with Roxanne and Sherry again, and move to a corner of the guild.

"Sherry, open your Item Box."
"Okay."

I ask Sherry to open her Item Box, and hand her some silver coins.
Because one column (x10) is reserved for Antidote, there are nine columns (x10) still free.
I hand both Roxanne and Sherry a silver coin in respect of entry toll.

“We’ll go to Palmasque now. You’ll be buying a mirror there. Don’t buy decorated, but the plain one. Its price should not exceed the coins I gave you. Entry toll is one silver coin.”
“Are you not going with us?”
“Yeah, kinda.”

Since there’ll be verification of Intelligence Card outside the guild, they’ll find out that I’m not an adventurer. Therefore, I’ll be staying inside.
So, I’ll leave the shopping to these two.

“I understand.”
“How much time will it take? One hour? Return to the adventurer guild in an hour. If you can’t find a mirror, come back immediately.”

I can’t stay in Palmasque’s Adventurer Guild for long, or I may look suspicious.
I should better leave for somewhere else.
I’ll get bored of waiting too.
If you’re in a party, you can figure out general direction of the party members.

I Warp us through the wall of Zabir’s Adventurer Guild to Palmasque’s.
My MP is really low now.
It decreased more now than it did when I returned from Palmasque earlier.

It decreased.
It decreased considerably.
It decreased completely.

Consumption of MP increases with the number of party members after all.
There’s another possibility that the consumption is more when going eastward.

Even more likely possibility is that my ability is not adequate.

“We will proceed then.”

I almost went out of the guild with Roxanne and Sherry subconsciously.
I know.
It’s because my MP is really low at the moment.

I first went from Vale to Zabir, and then moved between Zabir and Palmasque twice.
I have used up most of my MP.
I consume a Mana Pill after parting with those two.
I look like a good-for-nothing husband whose wife has left him.

Those two get their Intelligence Cards verified, pay the entry toll, and wave at me.
Even slaves are allowed entry into Palmasque, it seems.
Well, the adventurer who brought me here said that anyone is free to enter the town.

There’s no reason for those two to come back to me.
There isn’t any.
No reason whatsoever.
There isn’t any, is there?

Because they hate me, they would seek refuge to Palmasque.
I’m afraid that may be so.
There is no reason for Roxanne and Sherry to follow me forever.
Roxanne mentioned earlier about switching masters.

I know I’m not an able master because I don’t know anything about this world.
I even think of running away from unfavorable situations.
They would lose all respect for such a master, of course.
I’m useless.

I’m overwhelmed with negative thoughts.
I take another pill.

So wasteful.
But I have to replenish my MP.

My mind is clear now.
Now that I'm calm, I know there's no reason for them to not come back.
I have faith in both Roxanne and Sherry.
There's no problem.

Having calmed down, I exhale deeply, and take a look outside.
The view of Palmasque from inside the guild is pretty exotic.
It feels artificial. Tall white buildings are lined up.
With few small white buildings here and there.

All the buildings are white probably due to protective cement.
It's quite different from the Imperial Capital and Quratar. Actually, there's nothing like it even in Japan.
The closest to it I can think of is that greek city off Aegean Sea.
It feels like an oasis in a desert.

Although I say that, there's no trace of green in this town.
No trees. No forest.
But that doesn't mean it's a desert.
There's weed growing in vacant spaces between buildings.

It felt strange, but then I realize.
Were all the trees cut?
If there's a large tree, Field Walk can be used.
Because they used protective cement on all the buildings, they couldn't leave the trees out there.

I have no idea what their reason in doing this may be.

Well, I can use Warp even through protective cement.
But that doesn't mean I'll go as far as using it.
What if I get found out?
I can probably do that in the dark of night, but surely not in broad daylight.

I wait till I was completely calm, and then go to Vale's labyrinth.
I must test whether I can Warp without any problem.

My MP decreased considerably yet again.
It won't be exaggeration if I say it was completely out.

So, the consumption of MP is high when going westward just as well.
Distance is what matters.

I can definitely not make a return trip as I am.
And one way trip is no good either.
I wonder whether MP becomes negative if decreased beyond limit.
It's possible.
I recover my MP in Vale's labyrinth using Durandal.
After that, I return to Zabir's Adventurer Guild.
It is necessary to establish a rest stop somewhere on route to Palmasque.

"Is there any labyrinth around here?"

I ask the stationed adventurer.

"Err… what kind of labyrinth are you looking for?"
"I have no particular preference. Whichever is closest."
"Closest one, alright. Go via eastern exit and head straight. It's not under the management of explorers, but there's a way from here because many people go there from the guild. The road is branched up midway. Take left, you'll find the labyrinth. It's close, you can walk to it if you can't use Field Walk."

I thought I would have to use two silver coins for Field Walk, but the labyrinth seems to be nearby.
Is it same as Vale's labyrinth, that is right next to city walls?

He could advise me to use Field Walk service, and I would have to spend two silver coins. But he didn't.
He's not crafty.
He's honest.
I thank him, and leave the adventurer guild.

Zabir is rather serene.
Red bricks and greenery go along quite well.
In total contrast of Palmasque's white buildings and absence of trees.
But I may be wrong in judging only by the appearance.

City walls made of reddish brown bricks look splendid.
About three meters high.
There's a small gate on the side.
About a meter wide, single swing gate.

Above the gate is a turret.
The gate-keeper seems to be there.
I may have to crouch if I am to go through this gate.
It looks more like a back-door than a gate.

Past the gate is a field, which turns into a forest.
The forest isn't dense. Groves of the trees aren't spread far. There are many openings.
Inside the forest are trails left by people.
Is this perhaps the way the adventurer in the guild was talking about?

After walking for about five minutes, I'm standing in front of the labyrinth.
There's no one at the entrance.
Is this what he meant when he said that it's not under the management of explorers?

If there was an explorer here, I could immediately go to higher floors, but I'll have to start with 1st floor now.
I take Durandal out.
Because Roxanne isn't here, I wander around looking for monsters.
I now understand true value of Roxanne in labyrinth.

After that, I go to Vale's labyrinth, and then return home.
I take some time out for siesta to make up for lack of sleep.
After I wake up, I go to the labyrinth to recover my MP fully, and then head to Palmasque.
No matter how much the distance is, it's fine as long as I recover MP along the way.

Those two were already there.
Both of them are holding luggage in front of them.
They seem to have bought two mirrors.

Damn.

It’s thoughtful of them to buy two, but what about transportation?
What if they get damaged during transportation?
They didn’t think it through.

“Sorry to have kept you waiting.”
“It’s alright. We have bought the mirrors.”
“Yes.”
“Let’s go home then?”

Oh well, there’s no helping it.
There’s no choice but to test it out.
I Warp us from Palmasque’s Adventurer Guild to home.

When we arrive at home, the ground becomes distorted.
It’s distorted. It’s screaming.
The ground turns into liquid. Darkness envelopes. The air stagnates.
The atmosphere feels crushing.

The cause, not to mention, is excessive use of MP.
It has been quite a while since I last experienced this condition.

I’m useless.
Oh god.
I beg your pardon.
Did I do something against your will?

“Master can really go to Palmasque directly. As expected of master.”
“…Just barely. Drop the luggage. We’re going to the labyrinth. Quickly look for a monster there.”

I ask Roxanne.
To be praised in such a condition feels really awkward.
We go to 4th floor of Quratar’s labyrinth.

I can’t bail out of this situation without a sacrifice.
Survival comes first.

Quratar’s labyrinth is closer than Vale’s from our home.
The shorter the distance, the lower the consumption of MP.
And the monsters of 4th floor which can be taken out in one blow of Durandal are perfect for the job at hand.

Although I think so, the monsters that come out are two Spi Spiders and one Cheap Sheap.
Please! Not the groups!
What's more, Spi Spider can use poison type attacks.
I may be poisoned again if I fight.

Because Spi Spiders are native to 3rd floor of Quratar's labyrinth, they also appear alongside monsters of 4th floor.
I didn't think it through.
I'm not good at thinking.

Roxanne had best intention. She obediently searched for the monsters.
She searched for the monsters without arguing with me.
Had I thought about it a bit, I would have realized this would happen on 4th floor.

Damn my pea of a brain.
I'm not good at thinking after all.

Somehow, I take all three of them out with Durandal.
My mind is clear now.
Now that I think calmly about it, there was no need to be scared of only two Spi Spiders.
Not running away is the answer.

I ended up putting an undignified sight in front of Roxanne and Sherry.
Having recovered MP, we return home.

"This mirror was chosen by Roxanne-san."

When we arrive at home, Sherry unwraps the mirror.
It's a medium-sized table-top mirror.
A stand is attached on its back.

"I was able to buy something good thanks to master."
"I had only heard about Palmasque Mirror before. It's my first time seeing how clear it reflects."

That said, it's an ordinary mirror.
Rather, isn't the reflection slightly dull?

Well, it’s not a surprise, considering polished metal is used as a mirror in this world.

“At any rate, it’s really good.”
“Thank you, master.”
“This mirror costed fifty five silver coins. The plain one costed thirty five.”

They seem to have used up all the money I gave them.
The stand on its back costs twenty silver coins?
That’s too much!

Plain one, however, is slightly smaller in size.
Ten silver coins can be attributed to the difference in length.

“I didn’t choose this one only for the stand, but also for its size.”
“I thought larger one would be easier to use. Was I wrong?”
“No, not at all. You made the right decision.”

I tell Roxanne.

“People buy Palmasque Mirror for decoration purpose, not for daily use. It doesn’t matter if the price is high, because we can resell it for even higher. Those in Palmasque are aware of it, therefore, they decorate the rims of the mirror with gold, silver and/or jewels.”

Sherry explains.
Is the other mirror decorated too?

Although I say that, I have not yet decided to sell it to the duke of Harz.
I’m not sure if something chosen by Roxanne will be up to a noble’s liking.
Plain one would be better.

“Is there anything we can do to add value?”
“Glassworks, mirrorworks, clockworks, goldworks, silverworks, jewelworks — there’s no match for Palmasque in these crafts.”
“There are clocks too?”

I had no idea there were clocks in this world.
Let alone seeing one, I haven’t even heard about it.

“Because Palmasque is the home of glassworks.”
“Are clocks made of glass?”
“Sand is not visible unless it is contained in glass.”

Hourglass huh?

“Well, they have some talented people there, it seems.”
“Entire island of Palmasque is talented.”

Indeed, there were no mountains.
As far as I could see from inside the guild, at least.

“Wow.”
“Because it’s an island, craftsmen and artisans can’t run away. Therefore, the arts and crafts of Palmasque stay in Palmasque.”

Is that why Field Walk is not allowed outside the adventurer guild?
To ensure that their techniques are not leaked outside?
Sounds like a terrible place. There’s no freedom for craftsmen and artisans there.

“Because it’s an island, there’s no labyrinth either?”
“It seems so.”

Sherry nods to my question.
Apparently, we can’t establish a rest stop in Palmasque.

Chapter 71 - Business.

“So, it’s finally time.”

I sat up and made a declaration.
After returning from Palmasque, I should do it.
I take the green caterpillar’s monster card from the item box.
I remove the Misanga on my ankle, and pass it to Sherry.

Accessory: Misanga – one empty skill slot.

I switched the Misanga I had without anyone noticing.
To the one with the empty skill slot.

“Ah, yes.”
“I’m certain that Sherry will show off her talent.”
“Well, I think it’s a horrible superstition that a master smith who makes a sacrificial misanga with their first misanga is talented.”

Sherry is rational.
She keeps a tight hold on her reasoning.
However, she’s not completely calm.
I won’t tell her that the misanga I passed her, isn’t her first one.

Miracles happen to those who believe in them. TN: イワシの頭も信心から – This is a Japanese proverb, “A sardines head comes from belief.” I had to look up the meaning, it comes from sardine heads being hung up to chase off spirits with their smell.

A drowning man will grab at a straw. TN: More proverbs.
An impatient beggar won’t get much.
Those who believe, shall be saved.
Belief is passed onto your descendants. TN: No idea about this one, so I guessed と孫子も言っている.

Soldiers shouldn’t jump to conclusions
Even though victory has been taken before, there’s no guarantee this battle will be won.

Knock, and it shall be opened unto you.
Ask, and it shall be given you.

“Well, even if it is just a folk tale, Sherry just has to become an example of a master smith who succeeded. What do you think Roxanne?”
“Right. Sherry will surely succeed, because she was chosen by Master.”

I used Roxanne to motivate Sherry.
The joy will be greater after being under pressure.
It’s my job to put the pressure on.
I’m not sure what would happen if the fusion fails.

That?
What happens if it fails?
If I pressure her, and she fails, aren’t I really bad?

Will it be alright?
You’ll succeed won’t you?
Is there a chance it’s just been luck so far?
Is there a chance to fail at a low level, even if there’s an empty skill slot?

It’s not a 100% guarantee yet.
It’s not definite that it will succeed.

“I’m fusing it.”
“No, wait. Crap, is it too late? Damn. Sorry. Yes, please make it.

What will I do if it fails?
I’m giving off a suspicious look as I think about it.
Well, I don’t know if there’s a chance of failure.
Maybe it will be alright?

Sherry is rational.
She’ll probably be alright, even if she fails.
There must be a lot of master smiths who failed.

Even if it fails, it’s a trial we’ve been given by God.
If we pass the trial, there will be happiness.
The poor people become happy. God’s country is open to us.

It’s the new moon after the seven trials.

As I pray to the moon, Sherry begins the fusion.
Light is emitted.
The dazzling light calms down before long.
I hold my breath as I watch.

Accessory: Sacrificial Misanga – substitute skill.

It’s fine.
It was a success.

“I did it.”
“That was bad for my heart.”
“As expected of Sherry. Sherry succeeds as a master smith. Master expected it so there was nothing to worry about. Master knows how talented you are.”

Roxanne says it cheerfully.
Even though I expected it in reality, the stress got to me and I tensed up.

“Thank you, Roxanne.”
“”Well, it’s good. As expected of Sherry.”
“Yes, thank you.”

Well, it turned out alright.
I talk to avoid suspicion.

Kaga Michio|Male|17 years old.
Explorer Lv35|Hero Lv32|Wizard Lv34|Monk Lv34|Cook Lv30
Equipment: Wand|Leather Shoes|Leather Gloves|Leather Hat|Leather Armor|Sacrificial Misanga

Roxanne|Female|16 years old.
Beast Warrior Lv22
Equipment|Scimitar|Leather Shoes|Leather Gloves|Leather Hat|Leather Jacket|Wooden Shield

Sherry|Female|16 years old.
Master Smith Lv19
Equipment:Club|Waterproof Leather Mittens|Leather Hat|Leather

Jacket|Leather Shoes

We went straight to Vale's labyrinth while wearing the sacrificial misanga.
We hunt rabbits and other creatures while we are in a good mood.

Also, if I wear another misanga while wearing the sacrificial misanga, only the first one is effective as equipment.
If I use [Analyze] on myself while wearing two, only one is displayed.

If I wear a misanga on my right ankle, and then equip the sacrificial misanga on my left ankle, [Analyze] will just display the misanga.
If I then remove the misanga from my right ankle, nothing will be displayed as equipped by [Analyze].
In this state, [Analyze] has probably decided that the sacrificial misanga on my left ankle is invalid equipment.

Since it isn't displayed, I don't think there is a possibility of the effect being active.
Sherry says the effect won't work unless I re-equip it.
Wearing two sacrificial misanga will not have the second one become automatically active after the first has been expended.
Equipping large amounts of them at once to prevent many attacks doesn't work, so trying to sell large amounts of them to make money won't work.

After hunting through most of the day, we arrive at Vale labyrinths ninth floor boss room.
A rapid rabbit is killed by making good use of [Overwhelming].
Since we already know how to fight it, we managed to beat it without a difficult fight.
Everything ended without any problems.

"What demon is on the tenth floor of Vale's Labyrinth?"
"NT Ant."

Sherry shares her knowledge.
The NT Ant?
It's not a good feeling since I've been poisoned by one before.

We go to the tenth floor, and hunt demons.

Three water spells are required to beat a Lv10 NT Ant.
There's no problem if they can be defeated with three spells.
It seems we can fight fine on Vale Labyrinth's tenth floor.

After leaving the Labyrinth, I'll go to the Imperial Capital to do some market research.
I should examine the price of mirrors before I bring one along.
I leave Sherry & Roxanne to prepare dinner, and I head out alone.

A mirror is a high level luxury in a grocery store.
There's a mirror hanging on the wall, with a gaudy frame attached to it.
It has a decoration made from wood which is twisted into a pattern.

That's the sort of decoration that mirrors have?
It's a useless decoration.
There is a desktop mirror with a stand as well, but there doesn't appear to be any full length mirrors or triple mirrors.

The price is higher than I expected.
The cheapest one, which is similar to mine, is 18,000 nars.
The expensive one…. is much higher in price.
The expected price is 3-4 times more than the price in Palmasque.

I leave quickly because it's so high.
I don't know what the shop attendant thought of me, after I only heard the price.
They might sprinkle salt later.

The next morning, we make plans to move onto Quratar's tenth floor as well.
We start with the ninth floor boss.

"The NT Ant boss is the Hunt Ant. It's similar in strength to the NT Ant, but it's poison attack skill is stronger, and it's regular attack has a high chance of poisoning."

Sherry gives us a briefing.
It won't be a powerful enemy at all if it's strength is the same.
For Roxanne.

We entered the boss room.

Roxanne evades attacks from the ant up front, and I was around the back with Durandal.
It seems we can still use this strategy.

“What demon is on the tenth floor?”
“The Escape Goat.”
“Ahh.”

Escape goats on the upper floors will be troublesome.
The first escape goat began to run away after three spells, as I expected.
It seems to still run away after it’s lost half it’s health.
Three more will make it six spells to defeat it.

After it begins to run away, I have to time three spells perfectly.
If I’m even a little off it will get away.
On Quratar’s tenth floor, since NT Ants often appear after the ninth floor, I don’t want to take on a mixed group.

What happens if we encounter more demons on the higher floors that run away?
If seven spells are needed, it would probably start running after the fourth spell, so I could kill it with three, but what happens if eight spells are needed?
Escape goat seems to be becoming a demon I’m worried about.

When I use Durandal, I can kill an escape goat with one [Rush].
NT Ant can be killed as well with a single [Rush].
Usually Durandal would require a second swing.
Should I use [Rush] on NT Ant’s to prevent being poisoned?

I use Durandal since I want to recover some MP, though if I’m attacking with [Rush] then I’m using MP so I’m probably not getting anywhere.
However, I’m probably absorbing MP while using [Rush].
[Rush]’s MP efficiency isn’t good, but it can’t be helped.
Whenever I take out Durandal on the tenth floor, I’ll use the warrior job.

After leaving the Labyrinth, now that I have a mirror, I go to the territory of the Harz Duchy on my own.

I shouldn’t take Roxanne and Sherry to the elven paradise of good looking men.
I asked them to do the laundry and prepare breakfast.

Even though I need to sell two items to get the 30% bonus, I can’t do that this time.
It would be a total loss if I can’t sell it.
I don’t think this first one is just a trial.

I went to a room in Miyagi that had been used for disaster relief.
It’s a room like a lobby, that the adventurers used for [Field Walk], so it should be fine.

“I’d like to speak to the knight leader, Gozer.”

I pass the knight’s emblem to a knight inside.
He confirms both sides of it.

“May I have your name?”
“My name is Michio. If you tell him I’m an adventurer from the flood relief then he’ll know who I am.”
“Please wait here for a moment.”

The knight enters the interior of the castle.
Everything went smoothly because of the emblem.

I waited in the lobby.
It’s a really bright room.
The side window is wide open, and light is coming in.

When I came previously, everything was closed up.
It was during the flood relief, so it was probably raining outside.

The sun is high in Quratar.
The sun isn’t that high here yet.
I heard that this was to the north, but maybe it’s to the east?

“Oh. It’s the adventurer after all?”

I hear a voice as I look through the window.
This voice isn’t Gozer?

When I turn around, the Duke of Harz is standing there.

He has a smile that seems like it's shining.
Why can't the elves die from a curse?
Leaving Sherry & Roxanne behind was the correct answer.

"Gozer isn't here?"
"Gozer is at the training school currently. We can talk instead. Come with me."

The Duke turned quickly, and left the lobby.
He's as impatient as last time.
You'd think he'd act a bit more noble.
It probably doesn't matter what he does, since he's good looking.

"I thought it would be a good time to come after the sun had risen, but was I mistaken?"
"There's no problem. In this season we are awake as soon as there is light."
"Ah."

I see.
The season is different in the north.
The sunrise is early, so they are going from spring to summer.
If this was the arctic, they'd still have sun at midnight.
Since this is north of Quratar, does the sun rise earlier here?

"The hardship is over. The rain has stopped, and the water level has decreased. There isn't any more worry about floods."
"That's good to hear."

The Duke opened a door, and entered a room.
It's the small office I was in before.

"Sit. So, what are you here for?"
"The other day I met lord Gozer in Quratar's merchant's guild."
"Ah, that time."

The duke sits in his chair.
I put the mirror on the duke's desk.

"I hear that a mirror from Palmasque might be useful as a present."

I unwrap the mirror from the papyrus it's in.

It’s scary showing it to the duke instead of Gozer.
Even though I’m grateful.

“It’s quite nice, but the decoration doesn’t fit in.”
“Ah, you have some nice wood in your territory don’t you?”
“Yes, do you need some for something?”

I’ve thought of something.
Since I saw the forest outside the window, I’m going with it.
There might be a wood processing industry here if they have a forest.

“Since it’s a gift, I was thinking you could remove this decoration, and add something from your own territory.”
“Ah, I see.”

The duke picks up a bell from his desk, and rings it.”

“You called?”

When the bell rings, the door opens at once and someone comes it.
Quick, very quick.

“Ah. Please tell Gozer to come.”
“Yes.”

He answers briefly, and leaves.
He gave a compete bow, and never showed me his face.

He might be a personal guard.
It seems odd for someone to appear immediately inside a castle.
Maybe there are guards lurking in the shadows?

“Please speak to Gozer about selling the mirror. I’ll return this emblem to you as well.”

The duke puts the emblem on the desk.
I accept it, and sit down on the sofa to wait for Gozer.

Eventually, there’s a knock, and Gozer enters the room.

“Excuse me for taking so long. Oh, it’s the adventurer.”
“He seems to be called Michio.”

I should have introduced myself to the duke, but instead gave my name to the receptionist first.

“Michio.”
“He’s come with a mirror from Palmasque.”
“Oh.”

Gozer looks at the mirror on the desk.

“The frame is a bit dull.”
“That’s true.”
“But the rest isn’t bad.”

The duke and Gozer talk about the mirror.
Gozer turns towards me.

“It’s hard to get something like this isn’t it?”
“It’s not too hard if you buy it from Palmasque.”
“Did you go to Palmasque?”

Did I make a mistake?

“…yes.”
“I see. You must be a truly excellent adventurer. This is more than I expected.”

The duke’s misunderstandings are getting bigger.

“There are no knights who can go from Bode to Palmasque in our order of knights.”
“Well, it wasn’t easy.”

I’m not sure if I can go from Bode to Palmasque either.
I hope they don’t think of me too highly.

“I’ll pass this to a tradesman to experiment a bit with making a frame. I’ll need another ten, can you get them?”
“I can, but not all at once.”
“It can be over several days.”
“That’s fine then.”

It should be alright, as long as they have enough on hand in Palmasque.

“I’d like a bit of variation in the size. What is the price?”

The price?
It’s around three times more if you buy them at the Imperial capital.
It was 35 silver coins, so triple that is 10,500nars.

Should I be bold, and overcharge?
Is that too high?

If the order of knights were determined, they could buy the mirrors themselves.
With a party of six taking turns using [field walk], they could probably make it to Palmasque.
If it was difficult, they could just stay one night in Palmasque.

The cost of one person for a day in Palmasque is 1,000 nars. If all six spend the night in Palmasque, then it’s an extra 2,000 each added to the cost of a mirror if they all take one.
The total cost of a mirror would be 5,500 nars.

If the cost of the adventurer is 500 nars a day, that’s another 1000 nars added to each mirror.
If I can make the round trip in a day it’s only 500 nars though.
I can’t be fussy, I shouldn’t overcharge.

“Well…”
“Hmm, for this size, how about I give you 12,000, no… I’ll make it 13,000 nars. What do you think?”

As I worry about it, Gozer suggests a price.

“That seems a bit expensive.”
“You’re probably thinking of prices in the Imperial Capital. It costs extra to get to the Imperial Capital from here.”
“If you organized a group of adventurers to go to Palmasque, couldn’t you get them for half that price?”
“It’s hard to hire people. It’s not something that’s needed every day. Since it’s a one of a kind event, a little extra cost is unavoidable.”

This is the opinion of the leader of Harz duchy’s order of knights?
They employ people long term, instead of on a short mission basis.
Even if there is no work, they have to look after their employees.

Employing an adventurer seems to be cheap at first, but it isn't if you consider the long term.

Oh, I was invited to the order of knights as an adventurer too.

"Then, I will get them for 10,000 nars each."
"Are you sure that's alright?"
"Yes."

It's still selling it for triple what I paid, so it's good business.

Chapter 72 - Amber

“If you visit Palmasque often, you should consider selling amber there.”

After buying mirror, Gozer advises me.

“Amber?”
“Yes. There’s quite a demand of amber in Palmasque because it’s a jewel. It’s small but expensive. However, I have no idea about the price prevailing in Palmasque.”
“I see.”

I can seemingly double my earnings if I sell something in Palmasque when I go there to buy mirrors.
Definitely.

Because it was translated properly, amber does seem to exist in this world.
It can easily be carried by adventurers for commercial purposes, since it’s not as bulky and expensive as diamond.

“I’ll introduce you to an amber merchant here in Bode. He’s reliable. He takes care of almost all of amber dealings in Bode. His store is right next to Bode’s Adventurer Guild.”
“I’ll write a letter of recommendation for you. If you have my letter of recommendation, he won’t try selling substandard goods to you.”

The duke picks the quill up from the table and starts writing.
He folds the papyrus and drops some wax onto it.
He stamps something on the dropped wax and seals the papyrus.
Is this a letter of recommendation?

I receive the letter of recommendation and leave the room.
I return to the lobby and leave the Imperial palace.

For now, I go back home.
After breakfast, we go to Vale’s labyrinth, where from we move to Zabir’s labyrinth.

No sweat.
As long as I recover my MP along the way, there's no problem.

"Where are we?"
"It's a rest stop I established on route to Palmasque. Mino appears on 1st floor here."

Roxanne asks and I reply casually.

"We are going to Palmasque?"
"We are going to buy same mirror as yesterday. Plain one, no decoration. About ten mirrors."
"Ten?"
"I don't mean all ten at once. We will carry one at a time."

Mirror is fragile and its packaging is not strong enough, so it's difficult to transport.
Even if I can, I shouldn't carry more than one at the same time.
If it breaks, it's over.
I can simply make five round trips.

Five round trips?

Will I be going through that experience five times?
If it's about going, there's no problem.
The problem is with returning.
Because I'll have to go home directly, it'll take all my MP.

I can't take it.
Because we'll be carrying mirrors on our way back to home, we can't go via labyrinth.
It'll be troublesome if the mirror cracks.

I can laugh it off if it breaks in my hands. But what if it breaks in the hands of my slaves?
They won't be able to laugh it off.

Having recovered my MP, I take us to Palmasque.

"We'll be going then."
"Buy two mirrors. Same size as yesterday. Also, ask them if they want to buy amber."

I instruct sherry.
She nods and leaves.
Having seen the two off, I go to Bode via labyrinth.
As long as I stop by a labyrinth, there's no problem with covering long distance.
That said, it doesn't change the fact that it's bothersome.

I ask for the location of the adventurer guild at the Imperial palace and head downtown.
The merchant, who deals in amber, is right next to the guild.
After walking for a while on the stone paved street, I finally find the guild.

A square emblem with the insignia of the guild is hanging outside.
The motif looks like land.
Signifying probably that adventurers travel around the world.

Next to the adventurer guild is a building the entrance to which is open.
It must be that amber merchant's store.
I enter the building.

There's no amber anywhere in the store.
Rather than store, it's more of an office.

"Welcome."
"Is this the place that deals in amber?"
"Indeed."

A courteous, cat-eared man comes out.
He looks like a clerk of a cosplay store.
These ears don't look good on him at all.

"There are no elves here?"
"Amber is found near sea which happens to be catkin tribe's territory."

Oops! My ignorance is on display yet again.
There are many things about this world that I don't know and this is one of those things.
Amber is found near sea?

Is it perhaps pearl, not amber?

“I often travel to faraway places, so I’ve decided to sell amber. I heard from the leader of knights about this place.”

I show him the letter of recommendation.

“This… is written by the duke personally!”
“Yes. What about it?”
“There are not many people who receive letter of recommendation personally from the duke. Can you please come inside?”

He takes me to the inner part of the building.
I’m even served herbal tea .
The authority of the duke is unquestionable.

“Well, let’s hear it then.”
“We sell most of our stock in the Imperial capital and its vicinity. If it’s not about that region, and if we can fulfill your order from remainder stock, it would be great. So, what’s your plan?
“This time, I’m going to Palmasque. Because it’s only an occasional thing at this point, not regular, I don’t plan on selling large quantity.”
“If you plan on selling small quantity in such a distant place as Palmasque, I have no issue.”

The merchant leaves the room and comes back with a small wooden box.

He puts the box on the table.
Inside the box was a transparent gemstone tinged with amber.

It’s amber.
It’s not pearl.

“Wonderful.”
“A small amber gemstone costs several thousand Nar. An amber necklace costs tens of thousands of Nar. The price of this one is 55,000 Nar. Big ones are quite rare.”

The merchant passes a necklace to me.
There were about ten oval-cut amber gemstones in the necklace.

Can something like this be found in modern Japan?
Or is this a little old-fashioned?
I have not much idea about jewellery.

“Hmm…”
“Palmasque is a town famous for its arts and crafts. You might want to sell raw gemstones there.”

Because I returned the necklace immediately, he thinks that I’m not interested in it.

“That’s right. I think raw gemstones will be better.”
“Raw gemstones are not available right now. I’ll have them prepared by your next visit.”
“I’m going to Palmasque to have an idea of the demand there. When it’s time to sell, I’ll be in your care.”
“Please look forward to it.”

Before I lose more face, I leave the building and Bode thereafter.
I head to Palmasque via labyrinth.
Although it’s bothersome, it helps me in covering long distance.

Those two were already back and waiting in the adventurer guild.
They seem to have bought two mirrors as asked.

After dropping the mirrors at home, we go to 2nd floor of Quratar’s labyrinth.
I can’t take the risk of facing a group of Spi Spiders again.
Although Spi Spiders are not difficult to deal with, I would most likely get poisoned in my present state of mind.
Having recovered my MP, I take us back home.

Am I going to do it four more times?

“You seem to have bought the right thing.”
“Yes. Also, we can buy ten mirrors for a total of three hundred silver coins.”
“Oh.”

Did you haggle over the price?
Great!
As expected of Sherry.

“But there are no coins left. They asked for the payment of one mirror in advance. I’m sorry.”
“If it’s only that much, there’s no problem.”

Earlier, I gave Sherry ninety silver coins. They bought two mirrors and paid for one in advance which means one mirror costed thirty silver coins.
So the discount is effective immediately.
Sherry is really good at thinking.
Because we are buying large quantity, it’ll be a little cheaper.

“As for the size, they have agreed for both large and small alternately.”
“That’s great.”
“About amber, they said they would like to buy raw amber. We can sell raw gemstones to the workshops that use jewels for decoration.”

Raw amber?
So the merchant was right when he suggested so.
Earlier, I wasn’t sure when I asked Sherry to inquire about amber but it turned out to be right decision.

To reward them for their hard work, I have them take bath.
I enter as well, of course, to give them full service.

The day after next, I take both Roxanne and Sherry with me to Bode.
However, I carry the mirrors to the Imperial palace by myself.
Two mirrors in two days.
I didn’t try to sell more than one at a time because Gozer’s job is Grand Wizard, so he doesn’t have Calc skill.

10,000 Nar for one mirror is enough as is.
Also, I can’t carry more than one mirrors alone. I can ask Roxanne but I don’t want her to see good looking men.
Today, I have them accompany me because I’ll be buying amber this time.

“Oh, welcome. I’ve been waiting for you.”

When we enter the building, the catman merchant welcomes me.
He doesn't look pretty by even one millimeter, but there's a strangely warm feeling.
Courtesy, politeness and cat-ears match quite well.
But this appearance may be deceiving.

"There seems to be demand of amber in Palmasque after all."
"Is that so? I have prepared something for you. Come with me, please."

He takes us to the inner part of the building.
A catgirl brings four cups of herbal tea.
Catgirls are so pretty.

Roxanne and Sherry seem to be treated well too.
I sip some tea.
Meanwhile, the merchant puts a large wooden box on the table.

"Wow!"

Voices come over from both sides of mine.
From Roxanne and Sherry.
They like jewels after all.

"So, do you like it?"

Availing the opportunity, the merchant quickly interjects.
As you would expect from a merchant.
He's shrewd.

"N-No…"
"You can have a look at least."
"Okay, we'll take a look."

Because they were being hesitant, I press the two on.
Roxanne and Sherry pick amber up in their hands.

"So, this is raw gemstone?"

Instead of amber, there was a reddish stone in the box.
But it can't be a stone, it has to be amber.
The merchant picks one up, and passes it to me.

“It may appear to be but it’s not completely raw. It’s slightly refined. Its quality is difficult to assess.”
“I see.”
“Do you know what kind of amber is considered best?”
“I’m afraid I don’t.”

I can’t possibly know.
Even if I knew about amber of earth, which I don’t, it’s not necessarily same in this world.

“Highly transparent with a tinge of red is considered best. It needs refining of raw gemstone to some extent.”
“Is that so?”
“The more the amber is refined, the more it’s subjected to foreign substances. Amber is believed to be formed by the insects that were driven off by the magic of the goddess. You’ll find many insects near the area where amber is mined. One with an insect inside is extremely rare and equally expensive. But it’s difficult to tell from a completely unrefined gemstone.”

Amber is fossilized tree resin.
But it’s different in this world.
There was something I didn’t understand, so I ask Sherry.

“The magic of the goddess?”
“Because it has the magic of the goddess, dwarves tried to make equipment that could utilize the magic contained in it but there was no success. Scholars, who tried to extract the magic of the goddess from it, failed just as well.”

So, it was all in vain.

“Really?”
“But the great scholar of the past and few others claimed that they extracted the magic of the goddess by rubbing the gemstones together.”

It was most probably static electricity.
I turn to the merchant and return the gemstone to him.

“It seems difficult to assess the quality of an unrefined gemstone.”

“Yes, it’s impossible if you don’t have experience of several years in this field. For now, this is the only stock remaining. 800 Nar for one gemstone of same size and quality. I can provide you with twenty in total.”

800 Nar may seem cheap but it’s not, considering it’s essentially a stone.
Refined one costs several thousand Nar.
But it’s understandable if you take all the hassle into account, don’t you think?

“Oh well, the duke recommended you after all. I’ll buy all of it.”

I don’t know how it’ll turn out but i’ll buy it all.
I have already earned enough profit from selling three mirrors to the duke.
If the cost of failure surpasses my limit, I’ll just drop the idea.

Roxanne and Sherry are still absorbed in amber, even though I was finished talking with the merchant.
It was unnecessary to bring them here, for they seem inexperienced in this regard.
Or are they that surprised after seeing amber?
Roxanne is staring fixedly at the necklace.
I visualize the necklace on her chest.

Damn!
Mind blowing.
I imagine the necklace sitting on her chest and appreciate the image from the bottom my heart.

I want to rub it.
I want to squeeze it.
I want to carry her to the bed.

There’s no other choice. I have to buy it.
Roxanne will be pleased as well if I buy it.

Do I really have no choice but to buy it?

No, wait.
Don’t be rash.

It’s a trap of the amber merchant.
Yeah, it must be.

I avert my eyes.
My gaze falls upon Sherry. She’s having a staring contest with Roxanne.
She has a grin on her face.
She doesn’t look like the Sherry I know.

“I wonder if this one will look good on you.”

The merchant brings another necklace.
It’s dark red in color and comparatively larger.
Sherry tries it on.
Right after appears a gleam on her face.

“Wow!”
“Indeed.”

Indeed.
The necklace shines gorgeously on Sherry’s chest.
It really looks outstanding.

“B-But… I-I don’t…”

Although Sherry likes it, she tries to decline.

“This necklace with dark red amber is priced at 45,000 Nar. The other one is for 30,000 Nar.”

The merchant interjects.
It’s surely worth the price but I feel disgusted.

It’s really unfortunate.
Does it mean Roxanne’s necklace is cheaper than Sherry’s?
Even when she’s the number one slave?

Is there no escape?
What if I don’t buy?
Damn it! The amber merchant showed the more expensive one to Sherry.

“I see.”

“And I recommend this one for the lady over there.”

When I was pondering over it, the merchant brings another necklace.
He puts it in front of Roxanne.

“Oh.”
“Although its color is faint due to high degree of refining, it’s one of the few necklaces our firm takes pride in.”

It’s highly transparent with a tinge of amber.
There’s a big jewel in the centre with several smaller ones lined up on both sides.

“How much for this one?”

I ask the merchant while Roxanne tries it on.
There are three mounds on her chest now.
The amber mound is in the centre.
On each side of the amber mound is a big mound.

Because it has faint color, it doesn’t assert itself too much.
It’s sitting quietly on Roxanne’s chest.
Sitting on two surrounding mounds.

Don’t you be kidding me!
This means war!
I can do nothing but watch while it’s sitting on her chest.
This is war!

“I-It looks good on you.”
“Thank you.”

Her smiling face looks so dazzling.

“Do you like it?”
“It surely looks better than the previous one.”
“This one is priced at 50,000 Nar.”

It’s 5,000 Nar more than Sherry’s.
In other words, my escape.

Chapter 73 - Limit

I pay 77,700 Nar and leave the store.
Woah!
It was a special service due to the duke's personal recommendation.
It wasn't just 30% discount.

Oh well, it can't be helped.
Although I don't know what can't be helped, it can't be helped.
From Bode's Adventurer Guild, I go to Zabir's labyrinth via Vale's.
In a small room in the labyrinth, I put the necklace around Roxanne's neck.

I'm getting excited from the top view of her chest.
The amber makes the view more captivating.
I was right to buy it.

"Thank you, master. But is it alright?"
"It's alright. Actually, you two will be selling amber in Palmasque, so it's mandatory that you have it on yourself. It's business expense."

Although I had no such intention, it's true now that I think about it.
It's a sort of exhibition.
A saleswoman who sells amber wears amber.

"Okay, then I'll borrow it from you."
"Borrow?"

Says Sherry while I was putting the necklace around her neck, so I ask.

"Everything that an owner buys for slaves is the owner's property. Well, aside from consumables, undergarments and other items of daily use."

Sherry answers.
Is it really so?
Even if I buy equipment for these two, it'll belong to me?

“I see.”

I put the necklace around Sherry’s neck.

“Thank you.”
“The cost will be recovered anyway if you two sell raw amber. Even if you fail, I’ll recover the cost somehow.”

I have already sold three mirrors to the duke.
Isn’t it possible to sell some amber as well?
Because amber is easier to carry than mirror, it shouldn’t be as expensive as mirror.

Mirror and amber can’t be kept in Item Box, for they’re not items dropped by monsters, nor they’re used as materials in making equipment.
Amber, however, is just a small stone.
You can easily carry some in your rucksack.

Sherry is carrying sixty silver coins, which includes advance payment of one mirror, and some raw amber gemstones.

“Umm… are you not going with us again?”
“Yes, I’ll have you two go by yourselves.”
“But we have necklaces this time.”

These two combined have more than 100,000 Nar on them.
Amber can be sold for high in Palmasque.
So, there’s a risk of misappropriation.

However, they won’t be able to do it when they’re in custody of such expensive accessory as necklace.

“It’s alright. I trust you two.”
“Thank you.”

After handing one silver coin each to the two in respect of entry toll, I Warp us to Palmasque.
Paying toll every time is so wasteful.
Next time, should I Warp to some other building?
Or will it be a bad idea?

After seeing them off, I go to the labyrinth and then come back to pick them up.
The two were already back with mirrors.
We return home and then go to the labyrinth to recover MP.
I have to do it three more times.

“We have sold all amber gemstones at forty silver coins apiece.”
“That’s great.”

It’s five times the cost.
It’s more than I expected.
It’s more than the total amount I paid to the amber merchant.
So, the cost of the necklaces has already been recovered.

I could make more profit with my 30% bonus.
No, I don’t have to be so greedy.
And there’s no guarantee that 30% bonus would work there.

“However, the owner said it was only this once due to Roxanne-san’s necklace. I’m afraid the price won’t be this high next time.”
“Is that so?”

Did she deal directly with the owner?
Because I told them to go to the workshop to buy plain mirror, they went to the owner of the workshop, it seems.
My 30% bonus wouldn’t have worked on him.
But what was that about Roxanne’s necklace?

“…He should just cease to exist.”

Sherry curses.

I-I think I get it.
Was the owner a man?
He was definitely ogling Roxanne’s ‘necklace.’

Damn him!
He dares lay his eyes on my Roxanne?

“He must perish.”
“I should just sell a necklace to his wife for twenty five gold coins. That will be his punishment.”

The owner has wife?
Yet he directed his filthy gaze to my Roxanne?
There will be punishment indeed.
Oh well, his wife would figure it out anyway when she notices that he bought amber from Roxanne at such a high price.

“Sherry, you did well.”
“Thank you. Also, we bought mirrors at discounted price of twenty silver coins. Therefore, we have already paid for two mirrors in advance.”

Earlier, I gave her sixty silver coins — thirty for one mirror and thirty deposit.
But this time they were charged only twenty silver coins.
Although they paid all sixty silver coins, they have paid deposit for two mirrors.

“The price dropped too much.”
“It’s better if the workshop of such an owner doesn’t make profit. His wife doesn’t know much about sales, so she couldn’t lower it anymore. This was the lowest price we could get.”
“I-I see.”

It’s already two-third.
Merciless.

“He wasn’t lowering the price, of course, so we talked to his wife. We have extinguished the evil.”

So, the owner first incurred loss when he bought amber and was then exposed to his wife as well.
Even if they hadn’t exposed him, his wife would have found out that he bought amber from Roxanne at such a high price.
Sherry is so ruthless.

“The world is a beautiful place, evil can’t be allowed to flourish here.”
“Yes. Oh, we received eight gold coins in total. Here, umm…”
“Alright.”

Sherry can calculate if she tries to but she doesn’t have confidence.
Twenty amber gemstones at forty silver coins apiece will be eight

gold coins.
She nods reassuredly, opens her Item Box and takes the coins out.
I open my Item Box as well, receive the coins and put them in.

As for gold coins, we have a total of twenty one now.
And we can also sell a necklace to that owner's wife.
When I'm done selling mirrors to Gozer, I'll have enough money to go to the Imperial capital and visit the slave merchant.

We make earnings mainly out of labyrinth.
But to make earnings out of labyrinth is really as profitable?
Shouldn't I just switch to trading?

It's thanks to leveling up in labyrinth, however, that I can go to Palmasque in the first place.
I wouldn't have been able to Warp to as far as Palmasque, had I not started at Vale's labyrinth back then.
And I need money for mirrors and amber.
I won't be able to buy, if I don't earn some money from labyrinth first.

Also, the amber merchant isn't doing that great either. I find that out when I visit the store two days later.

"Because you didn't give us any estimate last time, I wasn't able to prepare it beforehand."

The catman merchant apologizes.
Large quantity of amber is seemingly not easy to arrange.

It's not? Really?
If he allows someone to sell large quantity of amber, won't he allow a competitor to enter the market?
The amber merchant can employ an adventurer to sell in distant areas.
Why he's not doing so is probably because there isn't much supply.

By the same token, the price will shoot up in distant areas if there isn't much supply.

"I see."
"Amber is washed ashore after storm. It may be available if there's a storm soon."

I want to sell a necklace to the workshop owner's wife but it doesn't seem to be available.
If I buy more than one, 30% discount will be effective as well.

"If you say so. By the way, is it available in Talem or Tamel or whatever the name is?"
"It's Talem. It's famous for woodworks. Because it's used in decoration, it can be found there. Actually, we don't cater that area for this reason."

It's the same place where the duke is getting the mirrors decorated.
So, it's renowned for woodworks?
If it's renowned, there must be Japanese cypress, teak or mahogany trees in that area.

"Could you please have wooden cases for necklaces prepared from Talem for me?

The necklaces I bought from here earlier were in cloth bag.
In Japan, they come in cases.
Apparently, there's no such practice in this world.

"Wooden cases?"
"An amber necklace is a high-class item. A case made in Talem will only add to its class."
"I see. You're certainly correct. But why are you asking us?"

The amber merchant becomes restless.
After all, I'll become reputed if I'm the only one selling necklaces in cases.

"Well, if I'm the only one who sells necklaces in cases, I'll gain reputation and it'll be only a matter of time before others copy me. Besides, I'm from a faraway place. I'd rather have a local resident deal with matters in Talem."
"You'll sell necklaces in cases?"
"I'm selling it to someone far off, not here, so be at ease."

Nearby area is his target market.

"Do you mind if we sell in cases too?"
"I don't mind."

“Very well. I’ll have you take a look as soon as it arrives. Do tell us what you think then.”

Raw amber gemstones were not available, so I place the order for cases and leave.
An expensive necklace in a cheap cloth bag is indeed a sad sight to see.
It’s better for it to be in a case.

Those two have put on the necklaces only twice so far.
It’s not something they can put on in labyrinth.
First, when they went to Palmasque.
Second, on the same night.

Pink and white camisoles looked so alluring together with the necklaces.
The big amber of Roxanne’s necklace jutting out of her chest.
The crimson amber of Sherry’s necklace shining gorgeously on her modest chest.

It was the best delicacy till date, I must say.
Delicious!

“The owner’s wife said she’s looking for a good necklace.”

I went back home, gave them the necklaces for a third time and took the two to Palmasque.
They bought two more mirrors. Two more mirrors to sell to the duke.
Two more round trips left.

That night, we reached the boss room on 10th floor of Vale’s labyrinth.
Exploration of labyrinths is progressing smoothly.

“Should we hunt monsters on 11th floor or call it a day?”

Because it’s about time to end exploration for the day, we’ll have not much time for 11th floor.
The boss ant of 10th floor was strong but it wasn’t a match for Roxanne.

“The monster native to 11th floor of Vale’s labyrinth is Spi Spider. We

have already faced Spi Spiders in Quratar's labyrinth but not in Vale's yet."

Sherry shares the information.
Monsters that appear from 1st floor to 11th are same for any labyrinth.
Unlike in Quratar's labyrinth, we haven't faced Spi Spiders in Vale's labyrinth because it appears on 11th floor.

"It uses poison."
"Yes, but the chance of getting poisoned is lower compared to NT Ant. We have already fought against them in Quratar's labyrinth, so there shouldn't be any problem."
"So, the chance doesn't increase with level?"
"I haven't heard about it increasing with level. Even if it does, it must be negligible."

We have already fought against them in Quratar's labyrinth.
The advantage of exploring more than one labyrinths is great indeed.
We proceed to 11th floor.

Spi Spider Lv11 collapsed in seven magic attacks.
The number of attacks required has increased by one.
With Durandal, however, it takes two swings or one Rush attack.
Same as 10th floor.

NT Ant Lv11 took four water type magic attacks.
Having faced so many NT Ants, I've reached the point where I can take them out without getting poisoned.
There's little time left.
Should we stop or keep hunting on 11th floor?

Next morning, we cleared 10th floor of Quratar's labyrinth as well.
We had already beaten Pan twice in Vale's labyrinth.
That experience didn't go to waste.

"11th floor of Quratar's labyrinth is considered quite difficult."

Sherry shares the information about 11th floor.

"Really?"
"The monster native to 11th floor of Quratar's labyrinth is Green

Caterpillar. It's considered the most difficult of the monsters that appear on first eleven floors. Not only that, NT Ants from 9th floor also appear on 11th floor."

Is Green Caterpillar really that strong?
But it doesn't use poison.

Thread?
Green Caterpillar shoots thread.
The higher the floor, the more the monsters use skills.
It'll be difficult indeed.

If I get stuck in its thread, my movement will be greatly slowed down, increasing my chances of getting poisoned.
It's a deadly combination.

"Such a thing."
"It's possible to dodge the thread."

Yes, it's possible but only for a certain someone of wolfkin tribe.

As expected, it wasn't easy when we started fighting.
But there's no other choice.
Thus, we proceed with the exploration.

Although I have come across quite a few Green Caterpillars Lv11, thread hasn't been shot yet.
Escape Goat Lv11 runs away after getting hit with four magic attacks, so I finish it off after three magic attacks.
Is 11th floor really difficult?

Green Caterpillar shoots thread for the first time on 11th floor. Furthermore, it's a group of four.

"Here it comes."

Roxanne hops after saying that.
Thread lays scattered there where Roxanne was supposed to be standing.
What the white thread hit was but empty space.
Unsurprisingly, she dodged it.

Because I was at a distance from vanguard, it didn't hit me.
I learned to keep the safe distance from fighting against Needle Woods.
However, if I stay too far, there's an increasing risk of getting attacked from behind by another monster.

Second thread is shot which Roxanne dodges splendidly.
Third attempt was interrupted with the help of Durandal.
Fourth thread catches Sherry.

Sherry is covered in sticky white.
Tens of- no, hundreds of small white threads.
Having slowed Sherry's movement down with the thread, the Green Caterpillar rams into her.

Because I had already shot sixth magic attack, I shoot seventh right after the sixth cools down.
Since the Green Caterpillar can't move, having attacked Sherry, the magic attack hits it.
Two Green Caterpillars and the Escape Goat, which was in the process of running away, were all engulfed in flames.
They collapse, turn into smoke and dissipate.

"Are you alright?"

I ask Sherry while casting Heal.

"Yes. I'm sorry, I couldn't dodge it."
"Don't blame yourself. I can't dodge it either."
"Thank you. I'm fine now."

Sherry stops me when I try to cast Heal on her for sixth time.
Five times is enough?
Is she fully healed now?
I can't cast Plating at the moment.

To take out NT Ants and Escape Goats in one strike of Durandal, Rush skill of Warrior job is necessary.
To select Warrior, I have to remove Alchemist job.
Without Alchemist, I can't cast Plating.

"In worst case scenario, there may be four threads. Can you endure

it?”

Sherry nods in confirmation.
Let’s say it takes three magic attacks for me to come into contact with it and it shoots thread before I connect finishing strike. She’ll have to endure that.
I can also remove Warrior and select Alchemist for Plating but that will only prolong the time to take monsters out.

“I think I can endure it.”

If you say so.
Sherry is rational. If she can’t, she will clearly say she can’t.

But what if it’s a close call?
What if the attack is more severe than expected and she can only barely make it out?
Should I tell her to not be reserved with me?
I should not take what Sherry said at its face value.

‘I’ll try my best’ is more appropriate answer than ‘I can.’
Safety should be top priority.
As it stands, the difficulty level of 11th floor of Quratar’s labyrinth exceeds the normal limit.

Chapter 74 - Cassia

After Quratar's labyrinth, we headed to Vale's labyrinth.
The Green Caterpillar hardly appears on Vale's eleventh floor.
There is a chance of being poisoned because the Spi Spider and NT Ant appear, but some risks are unavoidable.
The danger caused by the increased frequency of magic and poison effects have both increased.

When you enter the labyrinth, there is always risk.
It's not possible to do it with no risk.
There is no guarantee that the green caterpillar won't appear on Vale Labyrinth's eleventh floor.
There was a chance of it appearing on the ninth and tenth floors as well, but I'm not sure if I could endure long enough to cast three spells if I was covered in thread.

Did it appear on the ninth floor?
Maybe I last saw it on the eighth?
Well, that's how common it is.
On Vale Labyrinth's eleventh floor there's nearly no chance of coming across it while hunting.

Well, there's still a chance, so I need to think about counter measures.
If a green caterpillar appears and uses thread, it will be too late to think about it.
The best option would be to increase my magic attack power, and Sherry's defense.

Sherry's leather jacket is pretty much beginner equipment.
We should start by doing something about it.

The wand I'm using is a boss item, but it's a boss item from a low level floor.
It would be good to improve my cane. TN Wand is the item type, Cane is the item category. Like Sherry's Hammer: Club
The the number of spells needed to defeat demons decreases, then

the time spent fighting the enemies decreases as well.
If it's one spell less, then fighting time can decrease by a quarter.

Is a fight still hard if it's just three quarters of the original time?
Or does it need to be just half the time?
I'll have to think about it seriously.
Strengthening the wand should be a good idea.

I can also give Sherry a sacrificial misanga.
But sacrificial is a one time effect.
I can't put too much faith in it.
If we are unable to move because of the thread, then surviving one attack won't mean much.

Sacrificial misanga is a piece of equipment that should be used to cover an unexpected blow, and not considered as part of a battle plan.

After leaving the labyrinth, instead of going to the armor shop, I go to Bode.
I deliver my daily mirror.
It's my current daily routine.
I haven't been cooking breakfast lately.

I'm guided to the duke's room, and I exchange the mirror with Gozer for one gold coin.

"You should be used to the castle a bit now. Instead of being guided in you can come to a more direct room."

The duke says this as he sits on the chair.

"Is that alright?"
"It's fine. There are some things happening here."
"The order of knights has become quite busy. A third labyrinth has just been found in our territory. The second labyrinth was only just found the other day and we need to move forward with our exploration immediately."

Gozer added an explanation.
A labyrinth appeared?
It's the lords responsibility to exterminate labyrinths.

It must be serious.

“I see.”
“The number of knights in the castle will decrease. I don’t want to increase any unnecessary duties.”

The number decreases, and a strange adventurer is allowed to wander around?
It should be fine.

“That’s the situation.”
“Ok.”
“The people in the castle are already talking about it.”
“Also, I’d like to make a request of you Michio. Your assistance in exploring the Labyrinth would be a help to us.”

It’s the duke’s request.
Is my help alright?
It will seem strange if I get embarrassed.
Should we fight together?

“Ah, it’s alright if you just enter it.”
“That’s enough?”
“You can bring your own party as well Michio, we don’t mind.”

I just have to enter it?
That reminds me, Gozer saw Sherry and Roxanne at the merchants guild.
It will be a nuisance if it’s too difficult, but there’s no problem if I just have to enter it.

“You aren’t contracted to a town, or order of knights are you?”

The duke asks a question.

I see.
An adventurer might not be completely available.
Many people are restricted by territorial boundaries or relationships.
Maybe they can’t invite someone from another order of knights?

“There’s no problem if I go to the labyrinth here for the foreseeable future.”

This way I don't deny any connection with a hometown either.
He'd be likely to go after me more forcefully if he knew I was completely free.

"It's reassuring to have an excellent adventurer enter the labyrinth."
"I can only handle the lower levels, but I should be able to explore."

I need to set things straight.

"That's fine. Just having you enter will be useful, Michio."

I don't understand.
Is that right?
Shouldn't Gozer handle this?

"Ok, do I need to know anything about entering the labyrinth?"
"You can enter wherever you want. Just show the emblem you have to the member of the order of knights watching the labyrinth, and he will take you to the topmost explored floor for free. There are advantages to newly discovered labyrinths, there's a reward from the knights to the first person to make it to a new floor. The first labyrinth is in Haruba, the second is in Tare, and the third is to the south here in Bode."
"I see."

I don't understand some, but nod anyway.
It would be a problem if "an excellent adventurer" didn't even know basic things.

"Tare is a village that received care packages during the floods. I will organize an adventurer to guide you to Haruba."

They'll take me?
That's good.

"Thank you."
"I'll organize it straight away. You can wait in the lobby Michio, and we'll be there for you soon."

The duke stands up and leaves the room at once.
He's always in a rush.
I just need to head to the lobby.

“Well, I’ll be going then.”

I bid farewell to Gozer, and head to the lobby.

The duke comes while I’m waiting in the lobby.
He’s with two good looking men, and three beautiful women.
Elves.
One of the women is stunningly beautiful.

Her beauty can be mistaken for the brilliance of the sun.
White skin, bright golden hair, pink lips, and large faintly colored eyes.
It’s a woman that reminds me of a large rose in full bloom in the middle of a bouquet.

All elves are beautiful, but she’s another step above that.
No, maybe two steps.
The highest possible.

“This is my wife, Cassia.”

The duke introduced the beautiful woman.

His wife… so that’s it…

“I’m Cassia.”

Cassia steps forward and says hello.
Even a greeting is elegant when a beautiful woman does it.
It’s different from the feeling Roxanne gives off, but both are feelings of perfection.
It’s like comparing a Greek sculpture to a French doll.

Could I have such a beautiful woman as my wife if I was a good looking man?
Or is it because he’s the duke.
I am envious.

The social class system.
The difference in social standing.
It’s very unequal.

Is this exploitation allowed?

Is this atrocity allowed?
Is this unjustness allowed?

It's unfair.
It's absurd.
We need a revolution.

The rulers should tremble in fear.
The working class has nothing to lose.
They can take the world.
Workers of all nations, unite!
(From: The Communist Manifesto)
TN: https://en.wikipedia.org/wiki/The_Communist_Manifesto

"Nice to meet you, I'm Michio."

However, I bow my head to Cassia.
You must behave as a gentleman in front of a lady.

"I've heard good things about you from the duke."

Cassia shares her words with me.
The duke seems to have talked about me.

The duke is a good person.
Maybe we don't need a revolution.

Cassia|Female|29 years old.
Wizard Lv41
Equipment: Staff of Offerings|Waterproof Tiara|Fireproof Robe|Windproof Gloves|Earthproof Loafers|Sacrificial Misanga

Oh? The duchess fights as well?
Waterproof, Fireproof, Windproof, Earthproof. The four elements.
This is duchess class equipment?

"You enter the labyrinth as well duchess?"
"It is my duty."

She gives a graceful nod.
The duchess who takes the lead and fights for the people.
With this, there is no chance for a revolution.

“First, four of us will go to Haruba, Michio, Cassia, Klaus, and myself.”

The duke declared.
They have a party of six, so they need two round trips to include me.
It’s bad.

These six might be the duke’s party.
Holy Knight, Knight, Wizard, Shrine maiden, Explorer, Adventurer.
Since they have a Shrine maiden for recovery, and a Wizard, it’s a balanced party.
The Adventurer is their only transport.

The adventurer forms the party.
I prepare as I wait.

“Here it comes.”

I’m the last one in the duke’s party, and the Adventurer faces the wall.
This is a chance.

Holy Knight Lv14, Knight Lv50, Warrior Lv30, Villager Lv6, Wizard Lv1, Explorer Lv1, Swordsman Lv1, Forest Ranger Lv1, Herbalist Lv1.

I used [Party job settings].
I look at the duke’s job.
I’m not familiar with it yet, because I’ve never seen anyone use it.

If I guess, the order is Warrior Lv30 –> Knight Lv50 –> Holy Knight?
Forest Ranger, probably the elves racial job.
Even the other elves have it.

Did he pick up a leaf to get Herbalist?
He’s always being hasty.
I can picture him grabbing items before even getting a chance to see them.

The duke follows the adventurer into the wall.
Next, is Cassia.
I entered last.

By the way, since I can use [Party job settings], it's also possible for me to change the duke's job.
To Herbalist Lv1.

Ahahahahahaaaa.
The duke might enter the labyrinth after this.
It won't be the first floor.
What would it be like to be a Herbalist Lv1 against the stronger demons on the upper floors?

Ahahahahahaaaaa
Cassia would become a widow.

No, I won't do it.
I won't do it.
I probably won't do it.

When we arrived at Haruba, the adventurer dissolved the party, and went back.
This is Haruba? It's in the forest somewhere.
The entrance to the labyrinth is nearby.

"Did someone get past the 41st floor yet?"
"Not yet."

The duke talks to the Explorer at the entrance.
Currently the labyrinth exploration goes up to the 41st floor.

If the entrance has appeared, the labyrinth has more than 50 floors.
How long will it take to exterminate the labyrinth?
It will be difficult if they have two more labyrinths to worry about.

It's possible for me to go up to the 41st floor for free if I show the emblem.
Should I do it now?
This labyrinth might be defeated by the time I can get to the 41st floor.

"Well, I'll be going on ahead."
"I look forward to your continued support."
"Thank you."

I bid farewell to the duke and Cassia, and I enter the labyrinth.
I don't want to be with them any longer.
As soon as I appear in the small room on the first floor, I go home.

While having breakfast, I talk to Roxanne and Sherry about the labyrinth.

"I will enter three labyrinths in the Harz territory. I won't be going to Vale or Quratar's labyrinths."
"I understand."
"Do you know the location of the labyrinths? I can ask about them in the explorers guild."
"Bode, Haruba, and Tare."

I informed Sherry.

"Bode, Haruba, and Tare. I've got it."
"I have some questions. What's a reward for passing a new floor?"
"In the case of an explorer managed labyrinth, when you defeat the boss and then take the explorer to a new floor, you'll be paid money."

Oh.
There's a reward?
The explorer at the entrance can only take you somewhere he's been before.

He'll pay you money if you take him to a new floor.
He gets money from other people, and takes them to the new floor.
It works well.

"Oh, Zabir's labyrinth wasn't managed. Some labyrinths aren't managed?"
"All labyrinths in the empires territory are managed. Labyrinths outside any territory aren't managed. Zabir is on the frontier, so it might not be managed."

Is the labyrinth at Zabir outside the territory of the empire?
Is it in the territory of Palmasque?
Palmasque won't manage it?
Oh well.

“I see. Thank you. Also, I was told that I would be useful, even if I’m not exploring at the highest level. Is that true?”
“Um, oh, yes.”

Sherry has a strange look for a second.
She isn’t sure?

“How so?”
“The labyrinth prey’s on people. They’ll become highly active if people don’t enter them. The activity decreases if lots of people go in. The labyrinth is less dangerous if more people go in.
“What?”
“For example, the labyrinths near the city and village don’t have many demons outside them. And the few that are there are weak, and not aggressive. Labyrinths that are secluded will have stronger, more aggressive demons outside them.”

Labyrinths have a difference like that?
If you think about it, the duke put me in the labyrinth as food.

Chapter 75 - The Duchy's Labyrinths

"We will visit the armor shop first. After that, Sherry will do some research in the explorer guild while Roxanne and I will go to have a look at Bode's and Tare's labyrinths."

I let them know today's plan at the end of breakfast.
Although we will not be visiting Quratar's labyrinth for the time being, we should still upgrade our equipment.

I have no complaint with the duke for sending me to the labyrinth as a bait, since the duke will be entering the labyrinth himself which makes him as much of a bait.
That's the law of this world.
If I'm strong and careful, I will not become a bait.
If I were to become a bait, I was just not strong enough.

No, strength isn't the only requisite.
I have to analyze myself, my party members and my opponent, and then find out the areas that need to be worked on.
Without superhuman strength, it's not impossible to survive in a labyrinth.

"To upgrade equipment?"
"I intend to replace Roxanne's and Sherry's leather jackets with something better."

And my focus for today is Sherry's leather jacket.
Sherry's equipment need to be upgraded but that does not mean that only her equipment need to be upgraded.
Roxanne's need to be upgraded just as well.
For 30% discount will be effective if I buy more than one.

"Master should upgrade his equipment first."
"My equipment is not the best, I agree, there's room for improvement. But for now, I'm doing only that which is necessary to

clear 11th floor of Quratar's labyrinth."

I try to convince Roxanne.
I am a rearguard, so I'm not as exposed to attacks. And if needs be, I have HP Absorption skill of Durandal.

"Umm… I'm sorry that you have to do this for me."
"Don't sweat it. Every party member has a role. It's only logical to increase a vanguard's defense."

I tell Sherry to not worry about it.

"Yes, thank you."
"Understood."

After breakfast, Roxanne starts doing dishes while Sherry makes more equipment.
Sherry is not just helpful in labyrinth, she's a Master Smith as well.
Later on, we head to the armor shop.

"So, what's next after leather jacket? Hard leather jacket?

I ask the man at counter who has become an acquaintance as of late.
It's a big armor shop which is situated in the heart of Quratar.
The equipment which Sherry makes, I sell here in bulk.

"For a vanguard, there's chainmail. Chainmail is equal in defense to hard leather but it slows the movement down. It is, however, cheaper than hard leather."

The man at counter answers.
Opposite to the shelf that has hard leather jackets, is the shelf that has chainmails.
'Chainmail,' in other words chainmail. (TN: It's to tell Japanese people the meaning of english word 'chainmail.')

It's pretty heavy.
Can you run around in a labyrinth wearing this?
Not possible.
Heavy armor is not suited in particular to Roxanne who relies on dodging.

“Roxanne, is hard leather jacket good for you?”
“It is certainly good. But are you fine with it?”
“It’s fine.”

Because our current equipment is the most basic, we should not sweat over such a small upgrade as this.

“Sherry, are you fine with hard leather jacket?”
“I don’t think it will make any difference to me whether the armor is light or heavy.”

Sherry picks a chainmail up.
She wants chainmail?
She handles it with ease.

“Isn’t it heavy?”
“It’s heavy but not that much.”

Well, if Sherry says so.
Dwarves seem to be inherently strong.
Is it perhaps some characteristic effect?

Hard Leather Jacket | Body Equipment
Skills: Empty | Empty

Chainmail | Body Equipment
Skill: Empty

I take a look look at other chainmails. One skill slot seems to be the limit. Hard leather jackets, on the other hand, have two skill slots.
Hard leather jacket appears to be better equipment.
But the chainmails here are too few. Who knows if there’s one with two skill slots somewhere?

“Alright then, choose one of these.”

I pick more equipment with empty skill slots and pass to Roxanne and Sherry.
Well, it’s not like they can tell the difference.
Still, Roxanne likes to choose things carefully, so I’ll not take that away from her.

While those two were deciding on which one to go with, I take a look around at other equipment.
Hard leather cap and hard leather gloves have two skill slots as well.
I wonder if all hard leather equipment have two empty skill slots.
There's a hard leather headband with one skill slot.

Should I work on improving this area?
Nah, I'm good for now.
After much deliberation, Roxanne and Sherry choose their equipment.

I buy the equipment at 30% discount and leave the shop.
I bid farewell to two gold coins.
The better the equipment, the more expensive it is.

Roxanne and Sherry don their new armors upon arriving at home.
In chainmail, Sherry looks all ready for battlefield.
It's an armor designed to cover the body entirely, so it does not highlight her chest.

Even her clothes underneath are barely visible through it.
It may be colorful but it's surely not sexy.
It may look sexy if she puts it on naked body but that's not possible.

It's metal after all.
Is it not possible to somehow do it for a short while?
I won't ask for it in labyrinth, of course. We can't afford to have her do such a thing there.

"Can't leather jacket be worn over chainmail?"
"Magic is a constituent of an equipment. This is the reason why an equipment can fit perfectly on different body sizes. If you equip two items on the same body part, the magic of both will come in conflict. Consequently, both the equipment will break."

Sherry explains.
So, one equipment for a body part is the principle.
Equipping more than one is impossible.

"Is it also not good to have both sword and wand equipped?"
"As long as you don't hold one in each hand, there's no problem. If

you equip only one at a time, it's fine."

So, it's alright if I keep switching.
What will I do if Durandal breaks?
I have to be more careful now with switching.

We part with Sherry at Quratar's adventurer guild and head to Bode.
I ask people at the adventurer guild for the location of Bode's labyrinth and leave on foot.

It's bustling here in Bode.
The town appears similar to Vale.
I pass through the crowd and exit the town walls.
Bode town is smaller than Vale.

I move through the woods.
There's still some distance.
After walking for about an hour, I was standing at the entrance to the labyrinth.

"How far has the exploration progressed?"

I ask the explorer at the entrance.

"Because it only just appeared, no one has been able to clear 1st floor. The monster native to 1st floor is Green Caterpillar."

It really seems to have appeared only recently.
Just because I didn't hear about it, that doesn't mean it existed before I started coming here to sell mirrors to the duke.
It was found just the other day.

I enter the labyrinth and move to Tare from the small room past the entrance.
It's the same shack where I brought supplies earlier.
Is it a sort of meeting place?
I exit the shack.

I find some villagers outside.

"Can you please tell us where the labyrinth is?"
"xxxxxxxxxx"

…It doesn’t seem to be brahim language.

“I’m sorry. I don’t understand their language.”

Roxanne doesn’t seem to be familiar with their language either.

“xxxxxxxxxx”

One of the villagers calls someone and a man comes over.
He seems to be the head of this village.

The head of the village and the villager, who called him, both are elves.
Both of them are good looking but they fall short in comparison to the duke.
Or perhaps I have just gotten used to seeing good looking men.

“Are you here for the labyrinth?”
“Yes.”

The head of the village seems fluent in brahim.
Which reminds me, it was same for the village where I appeared in this world.

“The labyrinth can be found in the southwest of the village. Even though you’re from human tribe, you can find it.”
“…I get it.”
“Do the best you can.”

What was that?
Any more than that and it would be considered hostility.
Is this what they meant when they said elves look down upon humans?
Although I didn’t receive such treatment from the duke, Cassia, Gozer or the members of the order of knights, it doesn’t mean it would be same for the rest of the duchy.

Earlier, I came here as part of disaster relief team.
Back then, we left immediately after delivering the supplies, so there was not much chance to talk.
Southwest huh?

“They were rude.”
“Let’s not talk about it.”
“But they were looking down on master.”
“It can’t be helped now.”

I calm Roxanne down.
But I’m somewhat happy that she’s angry for my sake.
Still, there’s no use getting angry at people who we may not even meet again.

“As expected, master is tolerant. If it were me, I would teach those people a good lesson.”

Just because I didn’t get back to them, I’m tolerant?
We keep walking while I calm Roxanne down.
After a while, we arrive at the entrance to the labyrinth.

“How far has the exploration progressed?”

I ask the explorer at the entrance.
I was a little apprehensive, for the explorer was an elf.

“13th floor.”
“Which monster appears on 13th floor?”
“The monster native to 13th floor is Rub Shrub.”

This explorer is behaving normally.

As for Rub Shrub, I heard about it earlier.
It drops the item which Sherry needs to make the equipment next in order.
Nice timing!

“Can you take me to 13th floor?”

I take the emblem out and show it to him.

“Are you a member of the order of knights?”
“I’m a related party.”

Gozer told me to say that.
The explorer at the entrance is silent.
Huh? ‘Related party’ is not enough?

“Umm… since you are only two people, why don’t you add me to your party? If not, I can only take one person with me.”
“I understand.”

I see.
Now I get it.
The explorer was waiting to join my party.

Because we are only two people, there will be no problem with adding him to my party.
Actually, there’s one more person in my party: Sherry.
If I add him to my party, we can directly jump to 13th floor.
For some reason, If the explorer forms party himself, he can take only person with him.

I add the explorer to my party and enter the labyrinth.
The explorer goes first. Roxanne and I follow behind him.

“This is 13th floor. Unless you intend to go back outside, please remove me from your party.”
“Ah, no, we’ll be going back.”

Although I wanted to say we’ll not be going back, I said we’ll be going back.
Now that I think about it, we moved directly to 13th floor.
Do I have to visit all the floors separately?
Or all the floors below 13th are included?

I’ll have to test it.
We go outside, I remove the explorer from my party and we enter the labyrinth again.
I call for 11th floor in my mind but nothing happens.
I try once more. This time, I call for 1st floor and we are allowed to proceed.

Only 1st and 13th floors seem to be available.
1st floor is probably available by default. Aside from 1st, only floors which have been visited seem to be available.
Without doing anything else, we move from Tare’s labyrinth to Quratar’s.
After I recover my MP, we leave the labyrinth.

At Quratar's labyrinth, you are required to pay when you enter. But there's no such thing when you leave.
Because they collect money from a lot of people on a daily basis, it's not unusual that they don't remember the face of every person who enters the labyrinth.
We join up with Sherry at the explorer guild.

"Did you find anything at the explorer guild?"
"Haruba's labyrinth has been cleared up to 40th floor. End-of-exploration notification has been issued for lower floors. The exploration of Tare's labyrinth has progressed to 9th floor. End-of-exploration notification for lower floors hasn't been issued yet. There's no information regarding Bode's labyrinth."
"Is it because it has only just been found?"

It will take some time for them to gather information.
It is, of course, impossible for information of a labyrinth found in Bode just yesterday to be available in Quratar's explorer guild today.
And the exploration of Haruba's labyrinth has already progressed to 41st floor? Woah!

"The monster native to 11th floor of Haruba's labyrinth is Mino. Green Caterpillar appears on 4th floor there. I would suggest this labyrinth."

Mino drops hide, which is used in smithery, and it appears on 11th floor.
There's no problem with Green Caterpillar, however, for we have upgraded our equipment.

Should I pay and move directly to 11th floor?
I don't want to sound stingy but shouldn't we start from 1st floor?

It would be efficient to wait for the exploration of Bode's labyrinth to progress past 11th floor.
But if I were to keep exploring 11th floor of Vale's labyrinth, I would go back on my words to the duke.
It's not like he'll find out.

But there's reward if I clear floors of Bode's labyrinth.

“How much is the reward for clearing floors of Bode’s labyrinth?”
“Umm… because it’s a newly found labyrinth, a silver coin per step.”
“That’s too low!”

One silver coin for 1st floor. Eleven silver coins for 11th floor.
It’s more of a change than reward.
I’ll not be going after that.

We should gain experience on 11th floor.
And it’s too bothersome to start from 1st floor.
I have no choice but to spend some money.

Or should I allow excursion to 10th floor?
The strength of monsters should not be vastly different from other labyrinths.
Only difference will be the number of people in the labyrinth which may prolong exploration.

Be it 10th floor or 11th, I’ll have to pay which is wasteful.
It shouldn’t be any different from Quratar’s and Vale’s labyrinth.
Even if there are more people on 11th floor, it won’t be a problem because we have Roxanne.

Well then, our target will be 11th floor of Haruba’s labyrinth.

Chapter 76 - My Battle Prowess

I have Sherry stay at home with Roxanne and leave for Haruba's labyrinth by myself.
I'll be taking them to 11th floor later.
Earlier, after parting with the duke and Cassia, I Warped from Haruba's labyrinth to home just like that, so it'll be awkward to bring Roxanne and Sherry this time.
When I move out of the small room on 1st floor, I find Gozer.

"Oh, Michio-dono. Are you entering the labyrinth?"

He asks immediately upon seeing me.
This timing, albeit coincidence, is perfect.
That's right, I intend to enter Haruba's labyrinth.

Here's the proof that I entered one of the duchy's labyrinths.

However, some people saw me at Tare's and Bode's labyrinths which may lead to inconsistency.
But there's no need to be worried.
For there's no such thing as image capturing or video recording in this world.

"And why might Gozer-dono be in this part of the labyrinth?"

"We have just cleared 41st floor."
"That's great."

Woah!
As I thought, a Grand Wizard Lv61 is in completely different league.
If battle prowess could be measured, his would surely be over one million.

People accompanying Gozer must be his party members.
Is this the party that's representing the order of Harz duchy knights and leading the exploration?
Two Holy Knights, a Monk and a Shamon.
Shamon?

All the members are high level.
The Monk's level in particular exceeds 90.
Because I have Monk job myself, I know it's not an advanced job like Holy Knight or Grand Wizard.

Furthermore, they're all elves.
They're all good looking.
It hurts people like me who are not good looking.

"Are you leaving already?"
"I was here only to get a hang of this labyrinth. I'll be back with my party members."
"I can have a member of my party guide you if you want."

Gozer offers assistance.
Is he really that caring?
He must have a reason to be here on such a low floor as this.
The more I talk to him, the more he looks suspicious.

"Ah, thank you. I'll be moving to 10th or 11th floor."

Although I was thinking so, why wouldn't I accept such an offer?
Even if I'll be exposing the floor I'll be exploring, I can't afford to miss such an opportunity.
I was planning to challenge 11th floor but I'll now be taking on 10th.

"Ah, you're here. Well then, which floor would you like to go to? 10th and 11th?"

An Adventurer and an Explorer appear out of entrance.
The Adventurer asks Gozer.

"Let me confirm first."

The Explorer takes out the map of the labyrinth.
He seems to be confirming something.

"Yes, 10th and 11th floors."
"Please allow him to guide you. Can you add him to your party?"

Asks Gozer.
Is this Adventurer Lv53 a member of Gozer's party?

When I add the Adventurer to my party, the Explorer leaves.

“Just to confirm, forty two silver coins for 42nd floor, right?”

They really seem to have reached 42nd floor.
When I entered the labyrinth, they were probably leaving.
Apparently, It’ll work if I put him in my party and call for 42nd floor in my mind.

Our party of two moves to 10th floor.
Adventurers can not use Dungeon Walk.
We proceed to 11th floor and go back outside.

“Thank you very much for guiding me.”
“Well then, Michio-dono, take care.”

I give my thanks to Gozer as well and leave.
I return home through a tree nearby.

“When we enter the labyrinth, can we choose the floor?”
“Adventurer and Explorer can do it, yes.”

I check out Sherry’s level. She’s Explorer Lv11.
Explorer and Adventurer can choose which floor to enter, it seems.
So, Gozer’s actions earlier were not suspicious.

I take Roxanne and Sherry to 10th floor of Haruba’s labyrinth.

“Let’s start with 10th floor.”
“Umm… the monster on 10th floor of Haruba’s labyrinth is NT Ant.”
“Poison huh? Well, we are exploring this labyrinth for the first time, so it’s better to start with lower floor. Roxanne, search.”
“Understood.”

We proceed under Roxanne’s guidance.
After all, I can take an NT Ant Lv10 out with three Waterballs.

It’s not our first time facing them.
It’ll be alright.
Even in it’s a group, I can take it out.
Do you think three ants can kill a dinosaur? Nah.

Escape Goat appears as well on 10th floor of Haruba’s labyrinth.

It seems to be native to 9th floor of this labyrinth.
Escape Goat Lv10 starts running away after three magic attacks.
Same old pattern. Boring.

'I'll chase it, Roxanne-san. You capture it.'
Without saying any such thing, I take it out with three magic attacks.
Nothing seems out of place on 10th floor of Haruba's labyrinth.
We can take on 10th floor without any trouble.

I'm itching to test how capable our new equipment are but it's not a good idea to receive an ant's attack for that reason alone.
I won't have them receive attacks intentionally.
When we reach 11th floor, We'll be receiving attacks from Minos anyway.

"We seem to be doing fine on 10th floor. Let's move on to 11th?"
"Okay."

We proceed to 11th floor.
To take a Mino Lv11 out, seven magic attacks are required.
Because battles will be long, Sherry will receive an attack sooner or later.

Although I was thinking so, I was the first to receive an attack in Haruba's labyrinth.
While I was recovering my MP through Durandal, I couldn't avoid the incoming attack and received Mino's ram with my body.
It was my first time tasting it.
I was made to look like a fool.

It's quicker to take out NT Ants and Escape Goats.
Seven magic attacks are required in total while four are required to come in close contact.
Mino is the main monster of 11th floor but that doesn't mean there will always be groups of four Minos.
If there are three or less Minos, Roxanne can handle two while Sherry can take on one.

Even if I were to fight one-on-one, I wouldn't get attacked easily provided I'm careful.
While I was thinking so, I ready Durandal. However, It's an NT Ant

this time. It tries to attack me.
I'll never allow an insect to attack me.

After I take many out with Durandal, Sherry finally comes under attack.
NT Ant, Mino, NT Ant, Mino. A group of four monsters appears.
When I was moving on to next NT Ant after taking out first NT Ant with Rush, Sherry receives a head-butt from Mino.
The direction I was charging into and the direction Sherry was escaping to happened to be same, so she couldn't avoid it.

"My bad. I blocked your way."

After I take it out, I say to Sherry.

"Not at all. I should have known you were moving in that direction. It was careless of me."

In other words, I did block her way.
I receive the item and cast Heal.

"How was the monster's attack after equipping chainmail?"
"Damage was definitely light. Thank you, I'm fine now."

Two Heals were enough.
Much or less, the damage has surely decreased.

"Will we be able to clear 11th floor of Quratar's labyrinth now?"
"We won't know unless we try."

Although we have upgraded our equipment, the question remains.
And we won't have the answer unless we try.

That said, we can still predict based on how we perform on 11th floor of Haruba's labyrinth.
Even if there are strong and weak points of monsters, there isn't much difference in overall strength at a given level.
Because the battles were long, we spent all morning exploring 11th floor of Haruba's labyrinth.
We took a little break in the afternoon and then resumed the exploration.

“I went to 13th floor of Tare’s labyrinth. The monster there is Rub Shrub that drops the item which Sherry needs to make the equipment next in order.”
“Yes, that’s right.”

We enter 1st floor of Tare’s labyrinth.
As a precaution, I bring Durandal out and add sixth job to be able to use both Alchemist’s Plating and Warrior’s Rush.
Having applied Plating, I recover my MP on 1st floor.

We should be ready now.
It’s only two floors higher, so it shouldn’t be that dangerous.
If push comes to shove, I’ll use Rush with Durandal.
Having completed all preparations, we finally set foot on 13th floor.

“So, what kind of monster this Rub Shrub is?”
“I have never fought against it myself but I heard it uses long-range attacks. It shoots its branches from distance. Its weakness is fire type magic.”

Ranged attacks?
Monsters onward from 12th floor should be stronger than those from 1st floor to 11th.
And it seems to be weak against fire type magic.

“Fire type magic huh? Well, I’ll get to use different magic now. Roxanne, search for monsters.”

I send Roxanne out.
We proceed under the guidance of Roxanne.
Two monsters appear.

Rub Shrub Lv13

Rub Shrub Lv13

It looks like a tree. It’s smaller in size than Needle Wood.
Its root is smaller than and shaped differently from Needle Wood.
It looks totally like a tree.

Its movement speed appears to be slow.
It is slow.

So, I have to use fire magic this time?

Oh well.
There are two of them but that's alright.
Telling the number from smell is difficult.

"Here it comes."

It shoots magic. Roxanne dodges.
Something comes in from there where Roxanne was standing.

'Roxanne-san, please be more considerate.'
It's good to dodge and all but there may be someone standing behind.
It's not good for a vanguard to suddenly disappear from in front in a dark labyrinth.
A brown object passes right by me.

Oh shit!
I couldn't move even one millimeter.
There are times when it's dangerous to have Roxanne around.
Let's forget it for now. I'm dying here!

Is this the ranged attack of Rub Shrub?
To compensate for lack of movement speed, it has long-range attack?
It was a really cool attack nonetheless.

Damn it!
Is this divine retribution?

To think I would die to an attack of an ordinary Rub Shrub.
Before I die, however, I'll show you the best I have got.
I'll show you my best magic. My ultimate magic. My true power.

"Feel honored, for you're the first to witness this magic. Heed my call, descend from far end of unending universe, crush all to nothingness — Meteor Crash!"

I use bonus spell.
Meteor Crash.
It's the same spell which I wasn't able to use earlier.

Now that I have raised my level, I should be able to use it.
No, I must be able to use it.
For I have used it.

I can feel my MP decreasing considerably.
Success!
My MP is almost used up. The magic materializes.
I have finally succeeded!

Over my head, appear burning rocks.
Meteorite. Lit by red hot lava.
It dyes the cave red.

The red hot meteorite strikes the ground.
The cave starts to get filled up.
It starts to accumulate.
One. Two.

Roaring sound could be heard as it cuts its way through the air.

“Eh?”
“What?”

A huge rock goes past dumbstruck Roxanne and Sherry.
They’re fine. It didn’t hit them.
Because I didn’t choose a target, Meteor Crash struck entire area.
Although it struck entire area, for some reason, it didn’t hit people.
Roxanne and Sherry are safe.

Roxanne dodged it herself.
Sherry, however, couldn’t. It grazed Sherry’s head. Surprisingly, it didn’t inflict any damage.

The huge rock advances.
The huge rock advances leaving marks and sparks behind.
It illuminates the cave.

It crashes into the Rub Shrubs.
The meteorite completely smashes the two Rub Shrubs.

Plank

Plank

Silence ensues. There's neither the meteorite nor the monsters.
What remained were two planks.
One hit?
Like I thought, bonus spells are truly powerful.

"What was that just now?"
"New magic attack."
"Master has such powerful magic. As expected of master."
"B-But one hit?"

Seven magic attacks are required to take out Lv11 monsters.
Considering that, you can figure out how powerful Meteor Crash was.
But Rub Shrubs are weak against fire type magic.
Because meteorite was burning red, it might be fire type magic attack.

Still, it was unexpectedly powerful. I might have overdone it.
"A-Amazing!"

At the same time, it took considerable MP.
Too much.
I seem to have used too much of my MP.

After recovering some MP on 1st floor of Tare's labyrinth, I move to 11th floor of Haruba's labyrinth to recover rest of my MP.
Moving between two floors of same labyrinth is less taxing than moving between two labyrinths.
However, only one Lv1 monster appears on 1st floor, so recovery takes too long.

After recovering MP on 11th floor of Haruba's labyrinth, I return to 13th floor of Tare's labyrinth.
I want to try Durandal this time.
If I feel I can't take them out, I'll just have them eat Meteor Crash.

"Once more. Search for small groups."

Under Roxanne's guidance, we find a lone Rub Shrub.
Exactly what I wanted.

I raise Durandal and charge.
If I don't do it quickly, it'll shoot its branch.

Before I could close the distance, it shoots its branch.
I could see orange-colored magic but I was unable to dodge.
The branch hits my chest where I have my leather jacket on.
What an impact.

It hurts!
Such power, even though I was covered with Plating.
Because it came to a stop, I charge to close the distance
I have no time to apply Plating again.

I raise the sword high up, activate Rush and strike it down on the Rub Shrub.
It's not dead after one strike.
I use Rush again.

It's much stronger than I expected.
I'm surprised.
Someone exists in this world who can take two Rush attacks and still be alive.

Even two Rush attacks couldn't get rid of it.
While it begins to launch another attack, I swing my sword from the side.
Third Rush.
The Rub Shrub collapses.

Three Rush attacks?
One Rush can take out a Lv11 monster.

How can a monster be three times stronger with a difference of only two floors?
I wonder if the difference of strength between monsters of 11th and 12th floors is great as well.
So, monsters of 11th floor are small fries?
Probationary period is over.

Well, if they're few, I can make do with Durandal.
We can hunt some more on 13th floor.

I'll give them slow death, if that's want they want.

"How many planks do you need?"
"Five to six should suffice for now."

Six huh?
We have collected three so far.
Alright, I'm ready. Let's get three more.

Another Rub Shrub comes out and shoots magic.
It's comparatively more difficult to take it out using Durandal.
Magic attack is better.
This time, I'll turn it to smithereens.

"Annihilate."

I call for Gamma Ray Burst in my mind.
It's another bonus spell beside Meteor Crash.
Meteor Crash isn't the only bonus spell I have.
Whether it's fire type magic or not, I don't know. But what I do know is that it's a Lv13 monster.

And… Nothing happens.

My MP is seemingly not enough for Gamma Ray Burst.
Even though my level is fairly high.
Does it need even more MP than Meteor Crash?
Well, even Meteor Crash took almost all of my MP. It probably needs only slightly more.

Oh well, I'll use Meteor Crash then.
Sparks scatter as red hot meteorite strikes.
Wow!
Look, Roxanne, Sherry… Fireworks!

Chapter 77 - The Wand's Limit

At the moment, I am fighting Rub Shrubs on the 13th floor of Tare's labyrinth.

"Are there only Rub Shrubs on this floor?"

I asked Roxanne.
I don't think that would be the case though.

"Well, that seems to be the case for the small groups."
"That's fine then."
"I can smell a monster we haven't fought yet. I think it's the monster from the 12th floor."
"Information about the 12th floor of this labyrinth wasn't available in the guild back then."

Sherry doesn't know about it.
I could have asked the explorer at the entrance, but I didn't care about it that much.
Maybe I should have?
It would have been better.

"I smell a Collagen Coral."
"It's the monster from the 10th or 11th floor."

Did the explorers guild have information up to the first nine floors?
The monsters from up to the ninth floor probably won't appear here.

"Are they few?"
"yes, I think one, or maybe two."
"Take us there."
"Certainly."

I should try fighting some monsters from the lower floors.
Rub Shrub requires three [Rush] attacks, is it because it's Lv13, or because it's a Rub Shrub?

After moving for a while, we get to the Collagen Coral Lv13.

The level seems to go up like normal, even for monsters from the lower floors.

I prepare, and then use a [Rush].
I use another one straight away.
The collagen coral is defeated after two [Rush] attacks.

Two [Rush]'s.
One [Rush] is enough for the 11th floor, so that's probably a normal increase.
It's possible that I could defeat it with one [Rush], and a Durandal swing.
It's not unreasonably stronger.

Two [Rush]'s were not enough for the Rub Shrub.
Is the strength of monsters from the 12th floor onward 1.5-2 times more than the lower floor monsters?
I'll need to check it.

"Can you find the monster from the 12th floor? It can be in a group because I'll use magic."
"Ok."

I asked Roxanne, and she took us to the monster whose smell she had not previously smelt.

Pig hog Lv13

Two Rub Shrubs and a Pig Hog appeared.
It's not a monster from the first 11 floors, so it must be the monster from the 12th floor.
It's a pig the size of a piglet.
It has grown tusks, but no whiskers.

I use [Meteor Crash].
The two Rub Shrubs are defeated.
The Pig Hog is not.
Is [Meteor Crash] classified as fire attribute magic?

I switch weapon from wand to Durandal.
I run towards the piglet.
It might have a long distance attack, but probably not.

It did not shoot as I approached.

[Rush] is blasted into it.
It did not fall.
It calmly shrugs it off. I use [Rush] again.

It finally fell down.
Two [Rush]'s?

The monsters from the 12th floor onwards are definitely stronger than the monsters from the lower floors. I'm not sure by how much, since I was cautious and used [Rush].
If I consider that [Meteor Crash] is fire attribute magic, and does double damage to the Rub Shrub, the Pig Hog should have taken at least half as much.
The Collagen Coral Lv13 took two [Rush]'s, so do monsters from the 12th floor and higher have twice as much strength?

Is [Meteor Crash] only barely able to kill a Rub Shrub?
Does [Meteor Crash] only have the same power as two [Rush]'s?

"The monster from the 12th floor is Pig Hog."
"Do you know about it?"
"Just that. I don't know any details."
"The Pig Hog is an earth attribute monster. It has a resistance to earth magic, and can use earth magic. Water magic is its weak point."

Sherry gives us explanation.
I only knew the name because of [Appraisal], I don't know anything else.
Also, its dropped item is pork ribs.
The ingredients for tonight's dinner have been decided.

I need to recover a bit with Durandal, so we went to the 11th floor of Haruba's labyrinth.
I slaughtered some Minos and recovered MP.
Why doesn't Mino leave beef ribs?
They might be sold at a butcher's shop.

I calm down after recovering some MP.

Beef ribs would be nice.
Where would they come from?

I can fight on the 13th floor with [Meteor Crash] and Durandal.
As a general rule, I should fight stronger monsters to improve myself.
But in my case, I need to consider experience value skills.
I'm forced to sacrifice some to use Durandal, alchemist's [Plating], and warrior's [Rush].

Over using [Meteor Crash] is also undesirable.
There is a chance of being seen by someone.
Wizards can use [Fireball] and [Water Storm], so people who saw it would just think I was a wizard.
[Meteor Crash] doesn't exist here and is like a cheat.

Is it better to stay on the 11th floor?
It might still be too early to go to the 13th floor.
The 11th floor is a better hunting ground.
Since I've already collected some planks, I continue hunting on 11th floor of Haruba's labyrinth.

We finish exploring, then sell of our items and return home.
We got planks from the Rub Shrubs again today.
Sherry needs them to make new equipment.

Next equipment is club.
Sherry's skill is catching up with our equipment.
Maybe that's bad?

The strength of monsters from the 12th floor and up is double.
Currently, seven spells are required to defeat a monster on the 11th floor.
It would be 14 if it's double.

14 spells is too much.
Even thread is instant if used.
Fire magic is the Rub Shrub's weakness, so I'd only need half the spells if I used fire on it.
If other monsters are mixed in, it won't be good.

Defeating monsters on the 12th floor and up seems to be quite difficult.
We can do it, but it's not easy.
I think it's time to increase our power, especially upgrade the wand.

What do parties do without a wizard?
Do they just get more people?
If they have someone on recovery job, like a priest or monk, then they can probably do it even if it takes a while.

I'm filling the recovery position in our party.
There is no problem with recovering after the fight has ended.
The problem is recovering during a fight.

Defeating monsters also depends on my magic.
If I recover during combat, it delays defeating monsters.
Taking longer in a fight against something like a Green Caterpillar would be bad.

Should I switch Roxanne or Sherry to recovery?
When I take out Durandal, a priest could respond to emergencies.
Things would be a bit easier with a priest.

Is it bad to make a recovery position if I don't have enough vanguards?
The number of people isn't enough.

"…Master. …Master."

Roxanne's voice fades in as I think about it.
I hadn't noticed it.

"Sorry. What's the matter?"
"There was a message on the door. It's from Luke. He seems to have made a successful bid on a Rabbit Monster Card."

While we were in the labyrinth, a messanger seems to have come from the broker, Luke.

"Oh. Rabbit? Rabbit Monster Card gives [Incantation Delay], right?"
"Yes, that's right."

Sherry confirms it.
It can become [Incantation Interruption] if fused together with the Kobold Monster Card.

If I put [Incantation Interruption] on Sherry's weapon, it'll help my strategy.
She will be able to cancel the spell from the Green Caterpillar Lv11 as well.
The long distance attack from the Rub Shrubs can't be prevented though.

There's nothing we can do about long distance attacks.
The skills and magic can be prevented after we get close.
Even that much would be good.

Next morning, we went to Quratar's labyrinth first.
We have the long awaited chainmail.
It's time to try it out.

I'm not sure how well we can fight while covered in thread.
Some risks can't be avoided.
We can't make it to the next floor unless our safety has been ensured.

Green Caterpillar Lv11 doesn't use thread too often, so Sherry doesn't have to worry much, but there's always a chance.
This is the reason I improved her armor.
I'm still worried about it a bit, but that's normal.

"We'll go to Quratar's 11th floor first. I want to see how we do with the chainmail."
"Um, then should I recieve an attack?"

Sherry asks.
I see.
Should she take an attack?
If we wait for a random thread attack, there might be unforseen danger.

It's an unpleasant thing to recieve an attack from an enemy.
Being hit, I'm not sure about it. Painful things are painful.

I'd hesitate if it was me.
Sherry's rational behaviour helps me.

"Sorry. I'll leave it to you then."
"Try and find a place with a small number of Green Caterpillars."
"Preferably without Escape Goats, since I will have to use six attacks and they will run away."
"Understood."

Under Roxanne's guidance, we encounter two Green Caterpillars and an NT Ant.
The ant is killed because of four [Water Storm]'s
I use two more.

After the sixth spell, Sherry takes a step to the front.
She's bent slightly at the waist.
Even though she knows what to do, she has to resist the urge to dodge at the waist because the impact will be different.
It's painful, and I can understand wanting to run away.

Green Caterpillar rams into her body.
Sherry doesn't parry it with her club and receives the attack fully.
I immediately shoot seventh magic attack.
The Green caterpillar collapses.

"How was the attack?"

While casting [Heal], I ask her.

"As you would expect, their attacks are strong. Thank you, I'm fine now. I can probably hold for up to four magic attacks, I think."

Two [Heal]'s were enough this time.
So, is she fine with getting caught up in its thread by the time I close distance with it?
We can't be certain until it happens. It doesn't mean, however, that I want it to happen.
In any case, this seems to be the only strategy available against Green Caterpillars Lv11 for the time being.

After fighting only once in Quratar's labyrinth, we move back to 11th floor of Haruba's labyrinth.

We continue to explore until breakfast.
It's a relief that we can take on 11th floor without much trouble.
After leaving the labyrinth, I deliver the mirror and then have breakfast.

"Now that we have upgraded our armors, we should work on weapons."
"Weapons?"
"Rabbit Monster Card is availabe. We have no pressing problem on current floor either. However, Rub Shrubs on 13th floor are quite strong."

I start the conversation while munching on rabbit meat which Roxanne grilled.

"But master's magic can take them out in one hit."
"To be honest, it's not that easy."
"I see. It must be trump card."

In my present condition, I can't cast two [Meteor Crash]'s conscutively.
If i take into accout efficiency of MP consumption and the risk of getting exposed, it's not a good idea to go around shooting meteors.
It should be reserved as trump card against bosses or when we are surrounded.

"That's true. Monsters from 12th floor onward are quite strong. From 23rd floor onward, monsters will be even stronger."

Sherry says in support.
Monsters from 12th floor onward will be a lot stronger in comparison to first eleven floors.
And the difficulty level will increase again from 23rd floor.
Well, the point is, the higher we move, the stronger the monsters become.

"I need to upgrade my wand. Incidentally, is there a monster card that increases power of magic attacks?"
"There is, Goat Monster Card."
"Goat huh? I'll ask Luke to arrange that one. Next is Sherry's club."

Until now, I haven't asked Luke to arrange for a card that increases power of magic attacks.
Don't fix that which isn't broken.
But now it's broken.
So, I have to fix it.

"My club?"
"[Incantation Interruption] should be attached to Sherry's weapon. Roxanne can dodge attacks herself, so what remains is your club."
"But we need Kobold Monster Card for [Incantation Interruption]."
"[Incantation Delay] will be of no use if only Sherry's weapon has it."

I have my Durandal.
Roxanne can dodge even magic attacks and skills.
Only Sherry is left. Therefore, I'll have her attach [Incantation Interruption] to her weapon.
Roxanne can take on the monster from front as vanguard while Sherry can hit it from the side with [Incantation Interruption].

"Thank you. Still, it's a waste to attach [Incantation Interruption] to a club. If it were attached to a war hammer or a flail, it would sell for good price."

War hammer? Flail?
both these weapons and club are all classified as hammer, it seems.

"Hammer is good but how about spear?"
"Spear?"

Sherry can use both hammer and spear.

"There'll be merit in attaching [Incantation Interruption] to a spear, for it has long reach."
"I see. That's certainly true."
"Currently, there are not many situations where we are surrounded by monsters, so there's not much need of swinging a club."
"That's right. However, we have been fighting mostly against NT Ants and Escape Goats. I have no idea if it'll be same against other monsters."

There is another reason why I'm insisting on spear.

Oh well.
I'll have to spit it out, I guess.

"We will eventually have more party members. the more the party members, the less the opportunities you'll have to swing your club."

I have to stress on the need for more party members.

"Okay."
"The more party members we have, the more options we have for vanguard. Sherry can then drop behind vanguard and attack with spear. In that case, you can also take on the role of healer. If you use spear, we can afford to have more flexible strategy."
"But I'm not a shrine maiden."

Ah, that's right.
I have yet to tell her that she has shrine maiden job.

"It's alright. You're a master smith already, so don't worry."
"Okay… I'll do my best."
"As for healer, vanguard can take on that role."

When Sherry nods in affirmation, albeit forced, Roxanne interjects.

"Really?"
"Yes. monk or shrine maiden is not necessarily a job for backline, especially when the party is small."
"Because they can use [Heal] if they receive attack?"

If party is small, it's not a good idea to have distinct vanguard and rearguard roles.
Monks and shrine maidens can act as vanguard too.

"To be able to hold monsters from front and heal party members in the back — this is what people, who enter labyrinth, aspire to be."

Like the Goddess of Liberty who led masses during French Revolution?
Roxanne is perfect for this role.

"Well, the role of healer will be for later. My healing is enough for now. As for Sherry's weapon, spear will be best in my opinion. it'll

allow us be more flexible in our approach.”
“I understand.”

In any case, spear will be best for Sherry.
And now that she has consented to it, Sherry’s weapon will be spear from now on.

Chapter 78 - Rod

After breakfast, Sherry does her smithing.

“What is the next thing you should make?”
“A wooden walking stick, it needs two boards to make.”
“A walking stick like a cane? Is it different from my wand?”

I asked as I passed her the boards.

“The wand type cane strengthens the power of magic. The walking stick type cane can be used to beat monsters, as well as strengthening the power of magic a bit. Roxanne said a while ago that priests and shrine maidens will use it if they are in a vanguard position.”
“Ah, so it’s useful for both.”

The price is about the same, so maybe the walking stick is weaker.
If the strength wasn’t related to price, then the wand would be weaker.
For my weapon, I think the wand is better?

In the future I might find a good candidate to use the walking stick type.
There’s nobody for it yet, but we will probably have a difficult time in the future as the demons get stronger.
Someone using magic, and then attacking a demon with a walking stick that has [MP absorption] might be a good fighting style.

I don’t think I’ll be able to absorb MP with a magic attack.
I don’t recover MP if I have Durandal out while using magic.
Even if I put [MP absorption] on my wand, or a walking stick, I don’t think either would recover MP while casting.

“I’ll make it.”

Sherry has the boards, and recites the incantation for the skill.
A dazzling light flows out, and then stops before long.
A walking stick is left in her hand.

“Oh, it’s a success.”
“Oh, there’s supposed to be a large chance of failure if you haven’t been training for a long time, this is kind of anti-climactic.”
“It’s because Sherry is excellent.”

Making a walking stick from two boards leaves me with a feeling of it being wrong.
To begin with, it’s strange that clubs and walking sticks are made using square boards.
I can understand a wooden shield being made from a wooden board.
I can’t help but wonder about the magic that the skill uses though.

“Thank you. The wooden walking stick is a cane that also has physical attack power.”
“It looks like it would hurt a bit.”
“Aside from the walking stick, there is also a weapon called the sacred spear that strengthens magic. It’s quite valuable though, and can be hard to get outside the auctions.”
“Oh, there is?”

It might be a good weapon for someone in a recovery job to attack from the rear.

After smithing, I head to the merchants guild.
I buy the rabbit monster card from Luke.
I confirm it’s the real thing with [Analyze].

“I’d like to use this with the kobold monster card. Is the price for one still around 5,200 nars?”
“Close. The last time was 5,300 nars and the time before that was 5,200 nars.”
“Well, it can’t be helped, if you can get it for up to 5,400 nars then I would like it.”

People are still paying 5,200 nars for the kobold monster card.
I want it.
I need to be tenacious.
I want to get one soon.

The last winning bid for the kobold monster card was 5,300 nars.

I have to pay even more if I want one.

“I’ll get it. You just want one?”
“…that’s right.”

Well, Sherry won’t fail, so I just need one.
But, Luke can’t understand that.
Is there a chance of failing when fusing it with the rabbit monster card as well?
One kobold monster card gets me one chance.

The person who bid 5,300 nars last time might not bid anymore.
Maybe I didn’t need to offer 5,400 nars?
There’s no choice if I want to be sure to get it.

People buy it for 5,200 nars as well.
People will also need to buy the same number of monster cards that fuse with the one they have.
If they miss out on the kobold monster card, they can always go hunting for it.

If I think about it, maybe I could have waited a bit?
I could have saved hundreds of nars.
The amount of other bidders will decrease at some stage.

“Ok, I’ll aim for a kobold monster card for up to 5,400 nars.”
“I’d also like a goat monster card.”
“The goat monster card? The last successful bid was 5,000 nars.The time before last was 5,100. It might cost a bit more to obtain it immediately. It often sells from 4,700-4,800 when it’s cheap, and up to 5,400-5,500 if it’s expensive.”

Luke gives a quick answer.
I’ll remember it.
Sherry is looking at the list of bid results in the waiting room.

“That’s rather high.”
“The wizard is the main fire power in a party. Increasing magic attack power is the first choice for a party if they have a wizard. Also, parents of wizards are normally quite wealthy. It’s easy to go to upper floors if you have a wizard, so the price of the goat monster

card goes up compared to other cards.”

So it’s a card that rich people want?

“I see, so there’s no helping it, I’ll buy a goat monster card for up to 5,400 nars.”
“Ok.”

You’re not going to ask if I’m fine with just one?
It’s a necessary monster card for me.
I also need more cards for [Incantation interruption], and sacrificial misanga’s, but I only need one goat monster card.

Just one will be fine.
I can’t mention that one is enough though.
Luke doesn’t need to know that Sherry will succeed every time.
That means I should probably buy extras.

Eventually I will need it on multiple items, so they won’t be useless.
I need the goat monster card quickly though, since it increases magic attack power.
After ordering the kobold & goat monster cards, I leave Luke.

I leave the merchants guild by walking, instead of using the wall.
I go to a nearby weapons shop.

Spear: Steel spear: Skill slots – empty, empty, empty.

Is a steel spear a good item?
Three skills slots is probably it’s maximum.
There are two with three slots.

“Choose one of these.”

I pass the two to Sherry.

“Um, I’ll do my best.”

Sherry sounds like she’s straining a bit as she answers.
Even if you don’t choose well, I don’t think there is a difference.

“Um”
“If I fail at fusion with this, I won’t be able to remake it.”

She's muttering in a quiet voice.
I see, she's worrying about monster card fusion.

"It will probably be alright."

I pat her on the shoulder, and then turn to the canes.

Cane: Rod: Skill slots – empty, empty, empty.

Is this rod alright?
It might be the best cane available in the weapons shop, unless there is something made from damascus steel in the back of the store.
There isn't much chance of there being one with an empty skill slot though.
This is enough for now.

In the case of cheap items, displayed in masses, it's easy to find ones with empty skill slots.
The high quality items are displayed singly, so it doesn't work out as well.
For an expensive, good item, the maximum number of skill slots will increase as well.
It's hard to find one with large amounts of skill slots if they are just displayed one at a time.

The steel spear only had two available with three empty skill slots.
Weapons made from orichalcum are bought and sold by auction.
How can I selectively pick one with free skill slots?
I worry for a moment as I think about the future.

I go to the weapons and armour shops frequently, so I'll need to keep in mind to check for good items with empty skill slots.
I'm selling off the items that Sherry makes, so there isn't any problem coming regularly.

Are the rod and steel spear the best things I can get from mass produced goods?
There's probably not much difference between them, but I pick a suitable rod.
Sherry gives me the spear she chose, and I buy them both.

I don’t buy a weapon for Roxanne this time.
It costs three gold coins for the rod and steel spear.
If I think about it, I’ve bought Roxanne the hard leather jacket, and the amber necklace recently.

“Sorry, this time we are just getting weapons for Sherry & myself.”
“Yes, I don’t mind.”

I comfort Roxanne as I leave the weapons shop.
I can’t buy things for Roxanne all the time.

“At the moment there are no problems with the scimitar.”
“Ok.”

I can’t favor her too much as a master.
Roxanne might start acting spoilt if I buy something for her every time.
Every now and then I need to show a firm attitude.

“We’ll need to increase the amount of party members to strengthen our war potential. I can’t just invest money into equipment.”
“Yes. Certainly.”

I can’t be a sweet master all the time, this world doesn’t allow it.
I can’t spoil you.
I can’t pamper you.

“I need to think of our income, I don’t want to be a bad master.”
“You aren’t. Our meals and everything is luxurious.”

I strengthen my resolve.
Dignity, bravery, manliness, I need to put on that kind of appearance.

“A bad, annoying master, wouldn’t that cause someone to look for a new master?”
“Ah…yes.”

Um.
Maybe I’ve become too dignified.

“We’ll probably strengthen Roxanne’s weapon some time soon.”
“Thank you. My weapon is okay at the moment.”

“Was the one handed sword hanging in the weapons store an Estoc? It looked like a good weapon.”
“…I think that it was a good weapon.”

Did my strict attitude work? Roxanne hesitated for a second.
I might have a strong resolve.
I think I was able to show off my dignity.

“Ok, we’ll think about it in the future.”
“Ah, yes.”
“If Roxannes weapon becomes stronger, the whole party will be helped.”
“Thank you.”

Roxanne will also have her own opinion.
I can’t be too arrogant.

We returned to the merchant guild, and used the wall there to travel to Haruba’s 11th floor.
We need to test our new weapons.
I hold the rod, and pass the steel spear to Sherry.
Sherry passes me her club.

Kaga Michio|Male|17 years old.
Explorer Lv36|Hero Lv33|Wizard Lv36|Monk Lv34
Equipment: Rod|Leather Shoes|Leather Gloves|Leather Hat|Leather Armour|Sacrificial Misanga

Roxanne|Female|16 years old.
Beast Warrior Lv25
Equipment|Scimitar|Leather Shoes|Leather Gloves|Leather Hat|Hard Leather Jacket|Wooden Shield

Sherry|Female|16 years old.
Master Smith Lv23
Equipment:Steel Spear|Waterproof Leather Mittens|Leather Hat|Chain mail|Leather Shoes

As expected, the spear isn’t a weapon you can carry around town.
It’s length is over two meters.
Sherry said that it isn’t a weapon used by a vanguard.

“Since Sherry may need some time to get used to her new weapon, please guide us to somewhere with a small number of demons for now.”
“I understand.”
“Sherry, I know the spear isn’t easy to use as a vanguard, but please do your best.”
“Yes, I will.”
“Thinking about it again, it’s alright if there is a large number, since my cane has been upgraded as well and it should be an easier fight than before, so I’ll leave it to Roxanne’s judgement.”

First Roxanne guides us to a place with one ant.
NT ant Lv11 is defeated with three [Water ball]’s.
It became smoke before Sherry got to it with her spear.

Three.
It was four with the wand, so it’s an improvement.

Next, Roxane leads us to a place with one mino.
[Fire ball] is used.
I was not able to defeat it before it made it to us.

Roxanne stands in the way of the demon.
Sherry thrusts the spear from the side, and I throw a [Fire ball].
Roxanne easily evades the cow.
I used a total of five [Fire ball]’s.
The Lv11 was defeated.

It’s five? The mino doesn’t have a weakness to any kind of magic.
It was seven shots with the wand, and five with the rod.
So far so good.

So if demons on the 12th floor are 1.5 – 2x stronger, then the amount of spells needed would be 8-10.
It should be a reasonably tough fight on the upper floors.

Chapter 79 - Successful Escape

Evening. We receive message from Luke a day after placing order for monster cards.
When we arrive at home, we find a note at the entrance.

“There seemed to be a successful bid of 4,400 Nar for Caterpillar Monster Card.”

Roxanne reads the note.
Even though I asked him specifically for Kobold and Goat Monster Cards.

“Last time, it was 4,300 Nar. He’s probably observing our reaction to an increase in price of 100 Nar.”
Sherry cautions.

“Hmm… to go that far.”

Sherry has a really low opinion of brokers.
If he doesn’t bring it down, however, I’ll not buy it.

“Brokers use underhanded methods as much as possible.”
“You may be right.”
“It’s true. It’s only rational to think so.”
“Now that you say it, I think so too.”

If rational Sherry says that it’s rational, it has to be rational.
Next morning. We visit the merchant guild.
Luke appears with two monster cards.

“This one is Caterpillar Monster Card and this one is Goat Monster Card which I won in the auction just yesterday.”

Luke places two monster cards separately on the table.
It’s unnecessary, however, for I can use Appraisal.
As per Appraisal, both the cards are genuine.

“Goat Monster Card huh?”
“Successful bid was 5,400 Nar.”

Was it really 5,400 Nar or did he move it up to 5,400 Nar himself?
What Sherry said earlier seems to be right.
It doesn't look like brokers work in the best interests of their clients.

"That was quick."
"There was some competition but I managed to win it."

There's no guarantee that the person he competed with wasn't his partner.

"We don't have immediate need for more Goat Monster Cards. Don't buy any further unless the price drops to 5,200 Nar."
"Very well."

This time, I make my discontent known.
Luke will surely figure out that I'm angry.
Even if he doesn't, I have no problem with it as long as the price will be low hereafter.
One Goat Monster Card will suffice for now.

"How much for these two cards?"
"Ah, yes. Let's see… including advance payment of commission for next card, 10,500 Nar."

Out of 10,500 Nar, 5,400 Nar and 4,400 Nar pertain to cards. So, the commission is 700 Nar? Commission for two cards should be 1,000 Nar. 30% discount huh?
Because the prices vary much, he seems to have used Calc.
Like I thought, 30% discount doesn't work on auction bid.

I make the payment with a gold coin and silver coins.
When we return home, I give Caterpillar Monster Card to Sherry for fusion.
Because Sacrificial Misanga is a useful accessory, I have her make it immediately.

"I'm still nervous in fusing monster card."
"It's alright. I'm responsible if it fails. Don't worry."
"Okay."

I have already told Sherry that I can identify if a monster card can be fused with an equipment.

In other words, I'm at fault if it fails.
That said, I can't think of a reason for it to fail.

"So, which skill does Goat Monster Card give?"
"If fused with a weapon or an accessory, it gives Increase in Intelligence skill. If fused simultaneously with Kobold Monster Card, it gives 2x Intelligence skill."

After successfully fusing the monster card as a matter of course, Sherry explains.
Because Kobold Monster Card upgrades skills of other cards, if fused simultaneously, it most probably doubles the effect of Increase in Intelligence skill, not the intelligence itself.
So, an increase of 30% will become over 50%?

"Can it be attached to an accessory?"
"Yes, it can be."
"So, is it better to attach it to an accessory than attaching it to a weapon? That way, it'll be there even if I upgrade weapon, right? Also, if I attach 2x Increase in Intelligence skill to both weapon and accessory, can't the increase in intelligence be 4x?"
"It's not possible."

I was told earlier that effects from offensive skills can't be stacked.
My dream remains a dream.

"How about attaching same skill to same equipment more than once?"
"I haven't heard anything in that regard."

If attaching second skill results in failure, first skill disappears as well.
Therefore, attaching multiple skills is not common.
Considering the risk, no one would try to attach same skill twice.

As far as I'm concerned, I'm not afraid of attaching multiple skills.
Should I give it a try?
If the equipment breaks, however, I'll become a laughing stock.

Let's get back to topic. Should I fuse Goat Monster Card with the rod?

For accessory, I have Sacrificial Misanga.
I have already told Luke to get it at lower price next time. We can buy more cards later without any problem.
Shouldn't I wait for Kobold Monster Card before having it fused with the rod?

"In any case, Kobold Monster Card will be available soon. Roxanne, put this Sacrificial Misanga on."
"Umm… Can't you sell it?"

Roxanne hesitates in receiving the Sacrificial Misanga.

"If it's in excess of our requirement, I'll sell it. But we must keep one in spare. And rather than keeping the spare one in the closet, it's better for Roxanne to have it."

Is Sacrificial Misanga not an equipment that anyone can put on.
Is this why she's reluctant?

"But I may receive an attack and break it."

I thought it would be a simple matter but she's making it difficult.
It's not working.

"Sherry, Sacrificial Misanga doesn't cost hundreds of thousands, right?"
"Yes, its price ranges between 30,000 and 40,000 Nar."
"Right, it's not as valuable as Roxanne. What will I do if something were to happen to Roxanne?"

Roxanne is the one who's exposed to enemy attacks the most. Sacrificial Misanga is a must have item for her.
If Roxanne were to become unable to fight, our entire party would get wiped out.

Caterpillar Monster Card costs only a little over 4,000 Nar.
Because fusion succeeds once in, let's say, ten attempts, the price of Sacrificial Misanga is in tens of thousands.
It may be more expensive than all of her equipment combined but not more valuable than Roxanne herself.

"O-Okay. Thank you."

I have finally convinced her to put on the Sacrificial Misanga.
I approach Roxanne who has sit down.

“I’ll tie it for you. So, where do you want it? Ankle or wrist?”
“A-Ankle. It’ll attract less attention that way.”

If it’s on wrist, it’ll be visible to onlookers.
It’s not like they can tell if it’s a misanga or Sacrificial Misanga.
The duke and Cassia both wear Sacrificial Misanga on their wrist.

I tie it around her ankle.
If you wear it on your ankle and put trousers on, it won’t be visible.
It’ll invite carelessness from those who may attack you sneakily.

But there’s a merit in wearing it on your wrist as well. You’ll immediately know if it breaks.
Because everyone knows that influential figures such as the duke and the duchess will be wearing Sacrificial Misanga, there’s no use in hiding it.
On the other hand, if Roxanne wears it on her wrist, people may think that she’s rich which will solicit even more attacks.

“Well then, can you please roll it up?”

Roxanne takes her shoes off and rolls her trousers up.
Her white, delicate shin is naked right in front of my eyes.

So smooth. So slick.
I so want to rub my cheeks on it.
It’s bathed in the light coming in through window.
Peeking through her clothes under light has its own charm.

I subconsciously extend my hand out to stroke it. I try to look at her face for her expression.
N-No, it’ll be fine.
I’m not doing anything wrong.

She’s not stopping me which means it’s not wrong.
Now that I know it’s not wrong, I can go all the way.
I’m wracking my brain thinking of how to turn ‘tying the misanga’ into ‘going all the way.’

There's no helping it.
I suppress my urge to stroke it, rub my cheeks on it and kiss it, and tie the misanga on her ankle.

I'll do it later tonight.
I'll wait patiently.
I'll not allow prey to get away just like that.

"Thank you."

Roxanne expresses her gratitude after I tie the misanga.
Let's see if you'll say the same thing later tonight.

I decide to pay a visit to the amber merchant in the afternoon.
Procurement of ten mirrors for Gozer will be over in next trip.
I have to buy a necklace for the workshop owner's wife before the trip.
I go to Bode via Haruba's labyrinth.

"There's one raw amber gemstone available. Price is same as last time, 800 Nar that is. What do you say?"
"I want to buy a necklace. Can I buy the gemstone with it?"

There seems to be just one raw amber gemstone.
Like I thought, it's difficult to earn big in this trade.
Even if amber was mined, the amber merchant would not receive all of it.

For now, even one will suffice.
30% discount will be effective anyway.

I let Roxanne and Sherry choose the necklace.
The more the opinions, the better.

"Well then, here are the wooden cases from Talem."

The catman merchant brings cases along with necklaces.

I asked him for cases earlier.
It's a beautiful, white case.
Subtle brown, circular patterns complete the look.

"It really looks good."

“It’s only a prototype. Because you were the one who came up with this idea, I would like you to receive it as gift.”
“Ah, you didn’t have to. Thank you very much.”

I receive two cases.
It’s quite heavy.
It doesn’t look like it but it’s heavy.

It doesn’t seem to have been painted. Is it the wood that’s white?
It’s even better than what it seemed at first.
Its weight adds to its luxurious feel, so it’s welcomed.

“Which one looks better? This one or this one?”
“Both look pretty.”
“If you had to pick one, which one would you pick?”
“This one, I think.”

These two seem to have decided on the necklace.
Sherry finally picks one of the two.

This is probably the same necklace which he showed me on my first visit to the store.
It was priced at 55,000 Nar if I remember correctly.
Because it was showed to me on my first visit, it’s probably this store’s most prized necklace.

Well, I don’t know much about jewellery, so I’m not sure.
Sherry, however, shares same opinion as the store.
Then I’ll go with this one.

Sherry may have a keen eye, for she bought a book in her grandfather’s days.
Even if she doesn’t have a keen eye, she has established good relationship with the owner’s wife.
It’s best if Sherry picks it.

“Well then, I would like to buy this necklace and the raw amber gemstone.”
“Thank you. Because you received letter of recommendation personally from the duke, I’ll give you special price of 39,060 Nar.”

Influence of the duke’s letter of recommendation is incredible. I feel

embarrassed.
30% discount is effective as well.
I pay the amount.
Beside gold coins, ninety silver coins and sixty copper coins.

“That’s great.”
“The case has been included as well. Although it costs about 200 Nar, it’ll not be charged, for you were the one who gave us this idea in the first place.”

The amber merchant removes the necklace from the cloth bag, puts it in the case and passes it to me.
Had the case been charged from me, it would have been discounted by 30% anyway.
But it’s free, so it’s even better.

After returning home, I hand the two their necklaces and take them to Palmasque.
I put the necklaces on them in Zabir’s labyrinth and hand them one silver coin.

“You’re not coming with us again?”

Sherry asks nervously.
She looks uneasy.

If she sells the necklace to the owner’s wife for twenty five gold coins, it’ll be same as Sherry’s price.
Actually, it’ll be more than Sherry’s price because Sherry was bought at 30% discount.
She would, of course, be nervous in carrying an item which is more expensive than herself.

Not just that, she’s wearing a necklace herself.
If she runs away with it, she won’t have to be worried for the rest of her life.

“It’s alright. Master trusts us.”
“O-Okay.”

Roxanne knows it well.
Rather, she has unnecessarily high opinion of me.

After Sherry regains courage, I take them to Palmasque's adventurer guild.

I see the two off.
When they come back with two more mirrors, procurement of ten mirrors will be over.
I won't ever have to go back home from Palmasque directly. For foreseeable future at least.
There's an unspeakably pleasant feeling when I think about it.

This feeling just won't go away.
Meanwhile, a commotion was taking place in the adventurer guild.

Chapter 80 - Dragon

「A dragon…you say……?」,

I unconsciously muttered after being welcomed by the two.
I arrived at Palmasque's adventurer's guild after passing time at home and at the labyrinth.
Roxanne reported that a dragon had appeared when I came back.

「Yes, it seems that it attacked the coast this morning. Unfortunately, it was already intercepted when we arrived.」

Though I don't know what's unfortunate about that, is the ruckus in the adventurer's guild because of that?
What a frightening situation.

Dragons seem to exist in this world.
Not only that, the city was also attacked.
That must be the reason for having such high castle walls.

However, both of them have a mirror.
It's already greatly justified to come here for that.

「Is it common for this place to be attacked by dragons?」

It's the last jump from Palmasque. After recovering MP in Quratar's labyrinth, I tried asking Sherry.
「It's more accurately a Drive Dragon. Palmasque, being an island can't be attacked by normal demons. But Drive Dragons can fly in the sky. It's something that happens quite often I think.」
「It's that often?」
「There's also a lot of people that have anti-dragon equipment because of this.」

Sherry replied to me calmly.
It seems dragon raids aren't a cause of concern, despite just being a near-miss.

Still, is it really normal?

It’s probably the same concept as how Japanese people can tolerate earthquakes up to level three.
This world is scarier than I thought.

「I see」
「More importantly, the amber necklace was sold for 25 gold coins.」

Dragons were treated like that.
It’s a dragon, you know, a dragon?

「Are drive dragons actually weak?」
「It is the strongest kind of demon that appears outside of the labyrinth.」

So it is by no means weak, I don’t like it.
I feel that people here wouldn’t even be surprised even if a level 5 earthquake hits.
Those guys live in the future.

「I-is that so?」

I received gold coins from Sherry
The gold coins seem to occupy two rows of slots in the item box.
Because of the several different rows of skins, the item box is going to be full soon.
An item box can’t stack different kinds of similar items, so the capacity is being filled.

If it’s not enough, then I can set my cook job.
That’s also difficult.
Seeing as I have them, I should also use them.
It isn’t necessary for me to put coins and items in different lines to save space.

「The amber necklace that the boss’s wife had bought was a considerably good item. I asked if 25 gold pieces were really alright, and confirmed it many times.」

I listened to the story while receiving the gold coins.
I expected the market price in Palmasqe for amber to be five times greater than the market price in Bode. Was it a little more than that?
I feel a bit embarrassed since I did not know the proper market

price.

「Was it considered too cheap? Well, it can't be helped. It's not really a loss.」
「I said it was a special service for being acquaintances. I also asked her to recommend us to other people since our prices are cheap.」
「Well done!」

Sherry's surprisingly a good talker.

「I was able to sell the case for ten silver coins. Since it was originally 200 nars.」
「As expected, of Sherry.」
「The Amber was sold for 35 silver coins. And, we could also buy the mirror from them for 20 silver coins.」

To be able to sell the small case which I got for free, as well as to ensure future deals with them.
Such a smooth talker.

「It was the right thing to entrust it to Sherry after all.」
「Thank you」

Is that it?
Does she hate brokers because they are similar to her?
Hatred of the same thing.
They are birds of a feather.

When I was returning from the labyrinth, I was contacted by Luke whom Sherry hates.
There seems to be a successful bid for a kobold card for 5400 Nars
It says that it's 5400 is it really the correct price?

「I want to fuse the kobold monster card and the goat monster card, that I had just won, to my rod. It will be more difficult otherwise on the 12th floor.」

I told them during supper.

「Ye…Yes! I'll do my best! 」
「There'll be no problem if it's Sherry , though it would be bad if Sherry was anxious.」

「No, I'm not anxious at all 」
「The demons in the 12th floor will strengthen considerably. Increasing our fighting potential is necessary. Perhaps it's time to add another party member.」

I was able to connect the two topics.
A new party member is essential to increase our fighting potential.
No, that's not what you're thinking at all.
It is definitely necessary to increase our fighting potential.

「Yes 」
「I already received a letter of introduction from merchant Alan from Vale. The remaining order for mirrors are two pieces, I would like to go to the capital to look for a new party member the day after we finish selling everything.」

I made sure that the two of them nod after hearing my proposed schedule.
I have 40 gold coins in reserve, it should be sufficient enough as funds.

「The number of party members will increase then.」
「I believe that master will choose a suitable person.」
「Yes. Of course, it is necessary after all to increase our fighting potential.」

Roxanne's acknowledgement was obtained.
She doesn't publicly object at the very least.
All is good.

「With that said, Let's make the labyrinth exploration tomorrow a rest day, We can't have a new member join us when we are tired.」

The candy is given this time.
The so called carrot and stick. You should alternately give good news and bad news.
They would hate me if it's always the whip.

「It's going to be a break?」
「It's the same just like the other day, what would Roxanne want to do? Is Sherry fine with going to the library? 」

「Yes, that is fine.」

Looking in Sherry's direction, she nodded.
As I thought, Sherry decided to go the library.

「Because I don't have business tomorrow either, If Roxanne wants to go to the Labyrinth I could accompany you.」

I tell Roxanne who was at a loss of what to do.
When we took a break last time, Roxanne said an admirable thing about entering the labyrinth alone and training.
Though, I stopped it because I was scared of her entering alone, the situation is different this time however.

「Is it okay?」
「Probably, I'm also free tomorrow anyways.」

It doesn't have to be the labyrinth in particular.
Sightseeing, touring, even information gathering.
I don't have anything I want to do alone after all.
There's nothing for me to do in a holiday.

This is a holiday for Roxanne and Sherry to rest, not for me.

「Well then, please take care of me.」
「Understood. Also, would you cut my hair tomorrow? It seems to have grown quite a bit already.」

Though I had intended to cut my hair when I bought mirrors, I didn't have any chance to do so.
Might as well do it during this day off.

「Yes, Master」
「Please do so, Roxanne and Sherry's hair seems to be fine. 」
「Eh? But I think mine has grown a bit.」

Sherry says so while fiddling with her own hair, her hair seems to reach the shoulder already.
Does dwarves' hair grow quickly?

「I think it's fine to grow it even more. 」
「It is still all right, Sherry」

「Is that so? Before, my hair becomes stiff when grown even a little, though it isn't now. Probably because Master washes our hair very well.」

Roxanne and Sherry can let their hair grow even more.
It is still too early to cut their hair.

The next morning, we enter the labyrinth before sunrise without resting.
Even if I'm resting, my senses will become dull if it's a complete rest.
Of course, there's no rest for night duties.

Sherry's going to go visit the library
I might have to let her rest tonight.
Roxanne will have to do her best then.

After having breakfast and selling the mirror, I gave one gold coin for the deposit and five silver coins to Sherry.
I first brought Sherry to the library.
Because the library has a fixed cost system until sunset, it's best to enter as quickly as possible.

I stopped by the merchant's guild before returning to get the kobold monster card.
I asked again to bid for another kobold monster card for 5,400 nars before returning home.
There, I sat in a chair while Roxanne cut my hair.

「I may not be good enough.」
「For me, as long as it's a hairstyle liked by Roxanne, it's more than enough. If Roxanne wouldn't dislike me, then it is already good.」
「I could never hate Master.」
「Thank you, then, please.」

In this world, it seems to be the usual for family to cut your hair.
Well, they don't seem to particularly mind about hairstyles.
For me who didn't really care about my hair even back in Japan, it was the same here.

Roxanne cuts my hair with scissors.
Thought I thought scissors would be different, it's still the same from

what you would call a common scissor.
There doesn't seem to be a problem for cutting hair with it.

「Is this fine, Master?」
「Do I look a bit cooler now?」
「Master is always the coolest.」

It's a bit embarrassing to be called the coolest.
She might just also be forced to say such words.

「Well then, which labyrinth would you like to go to?」
「If there would be too many enemies it might be dangerous, so I'd like to battle a boss. Rapid Rabbit's fast movement will also be good for training, so Vale labyrinth is probably good.」

When asked, there was an immediate reply.
So it's Vale labyrinth then?
Rapid Rabbit is the boss in the 9th floor of Vale Labyrinth
I don't want to fight the Rapid Rabbit, however, it seems hard to try and convince Roxanne not to enter the labyrinth.

「Uhm.. do you not want to go shopping in the Imperial Capital?」

I can't really say I don't want to fight the Rapid Rabbit.
We've already challenged the 9th floor boss in Vale Labyrinth countless times.
It's practically already impossible to count how many times we've fought there.
I choose to propose a different course of action.

「To the imperial capital.. is it okay?」

Anything would be better.
I wouldn't want to enter that boss room repeatedly anymore.
Even if it's hard to accompany Serious Roxanne during shopping.
TL: Serious Roxanne isn't really a thing, I just coined it to make it exaggerated.

「It's fine.」
「Yes, Thank you Master.」
「Tell me if there's anything you want.」

Because she already accepted, We immediately warped to the Imperial Capital
Before she changes her mind.

We went to shops we've never been before in the Imperial Capital
It became sort of an information gathering, two birds with one stone.
Roxanne and I continued to walk the road aimlessly.

「I think this looks good.」

Inside the clothing store, Roxanne puts a shirt in front of my chest.
It feels like a date.
Or rather, It is a date.
It's just the two of us after all.

When the party members increase, the bed will be smaller.
I'd like to look for a new bed today, but there's no way I can suggest such a thing with this kind of atmosphere.
As expected, I'll have to buy a bed by myself next time. I can't ruin this date.

After my shirt, Roxanne goes to the children's section and chooses carefully.
Is it for Sherry?
She chose one and said it was good.

「Is Roxanne not buying for herself?」
「This one is 300 Nars, while this one is 200 Nars, together it would already be five silver coins.」

500 nars for the two?
Just like last time, her pocket money is five silver coins.

「Ah, then I'll buy the clothes and just take it from our expenses.」
「Well, it wouldn't be a present for Sherry then..also..」
「I see.」
「Also, this is my gift.」

Roxanne hands me the shirt she chose earlier.
Even if I buy the clothes, even if it's for sherry, it would still be considered my property.
If Roxanne buys it with her money then gives it to Sherry the owner

would then be Sherry.
This shirt also, I did not buy it with my money but this is Roxanne's gift to me.

「Thank you, then I'll buy Roxanne a piece of clothing today as well.」
「Is it all right?」
「You may choose what you like.」
「Thank you.」

Because Roxanne is my slave, all her belongings are considered my possessions until I die unlike with Sherry's.
After Roxanne choose clothes, we bought the three articles of clothing.
Because 30% discount worked, Roxanne actually still have remaining pocket money.
Oh well.

When we went out, I tried holding Roxanne's hand.

「Shall we go to the next shop over there?」
「…Yes」

Holding a girl's hands outdoors in broad daylight seems embarrassing somehow.
Is this how people in a date feel like?
Both Roxanne and I were carrying swords so there seems to be a sense of incompatibility somehow.

I grasp Roxanne's hands to feel its softness.
It's a smooth hand with the highest value.
Roxanne also grabs my hand back.

I invite Roxanne inside a nearby general store.
The store was a wooden shop that deals with wood products.
Many wood products are displayed.
We looked around the shop still holding hands.

「This?」
「It's probably a Wooden Basket」

I stop in front of a certain product.
As Roxanne said, it was a basket.

The bottom is ridden with holes like in a grid so that water would come out when poured.
The sides are firmly enclosed with a board.

「So there was something like this.」
「I've never seen it before in Quratar, It's probably something unnecessary.」

It's an instrument for draining water; I guess it really isn't necessary? Is it that? Something like a luxury only used by rich people?

A Drainer made from wood.
Its appearance is as if it's a bamboo basket.
If you add a dragon brand, I wouldn't be surprised if it would be seen in a Chinese restaurant.

If it's reliably made, it could probably be also used as a steamer.
You just join the two lids together, put cloth in between and cover the lid properly. Boil the water in the bottom lid and you have a steamer.

Chapter 81 - Steamed Bread.

“This is good, we’ll buy it and go home.”

I was excited after finding a bamboo steamer in a shop in the Imperial Capital.
Though it seems to be intended as a colander, and not a steamer.

“Ah, yes.”
“Let’s make some dessert with this today.”
“What kind of dessert?”
“Look forward to it.”

There doesn’t seem to be many kinds of dessert in this world.
Fruit and a hard biscuit at best.
Though people like the Duke & Cassia may have something.

There’s probably no helping it for commoners.
Roxanne really enjoyed the caramel too.

We went home first, and then out to buy eggs and milk.
Sugar is a good price in this world.
High level kobolds seem to drop kobold sugar.

I haven’t made dessert so far.
I could make crepes with milk, flour, egg & sugar, but I never made them in Japan, so I haven’t tried it here either.
However, if I have a steamer, I can do something.

Like crepes, I’ve never made pudding either, but I suddenly have a craving for it.
Pudding will require milk, egg, and sugar.
Vanilla essence is impossible.
I can get caramel by boiling down the sugar, so I’ll manage somehow.

Will there be problems with the quantity and steaming time?
Perhaps I’ll have to try it several times.

I have previously made steamed bread in a class at home.
The raw materials were flour, sugar, milk, egg, and bicarbonate soda.
For bicarbonate soda, there is the shell powder that I use to make soap.

First of all, the dough is made and placed down.
Roxanne watches as I make the dough.
Water is boiled in the wok, and the steaming basket is placed over the water. The dough is wrapped in a cloth, and placed in a cup in the steaming basket, and a wooden board is placed on top.
While it's steaming, Roxanne watches the low flame to maintain the temperature.

In the meantime, I went to meet Sherry in the Imperial Capital.

"There's a sweet smell."

Sherry smells like sake, but Roxanne isn't commenting on that.
I can't smell it, is it sweet?
People who can sniff out demons are different.

After dinner, the steaming basket is removed from the wok, and Roxanne takes a pudding.
It's soft when you remove it from the cup.
It steamed well, and has increased in moisture.

"Let's eat."
"Yes."
"Let's."

When I bite into it, it has a springy texture.
It's not bad.
Maybe a little too much sugar.

"Oh, it's delicious, Master."
"This is great."

It seems to be quite popular with these two.
They put the steamed bread in their mouths with a smile.
I will increase the harem members.
This might have atoned for my sins a bit.

I'll make it sometimes from now on.
It's inconvenient that the steamed bread is high in calories.

"Well then, Master, this is a gift from me. Please continue to look after me in the future."

When the meal ends, the clothes that Roxanne bought today are handed out.
I stand up and receive it gratefully.

"Thank you. Please continue to look after me as well."
"Yes. Next, this is a present for Sherry from me."
"Ah, thank you. I'll take good care of it Roxanne."

Sherry stands and receives some clothes from Roxanne.
Sherry seems to have reduced the amount of sake she drunk at the library.
I handle the work after dinner properly.
Sherry's kiss still smells a little of alcohol.

The next morning, after adventuring in Haruba's labyrinth, we deliver the tenth mirror.

"We should complete some frames for the mirrors soon."
"I see."
"Michio, have you known the broker Luke long?"

When I put the gold coin away in the item box, Gozer is there.

"Not really that long."
"He seems to be quite an excellent broker. I employed his father who was also a broker."
"You did?"

Luke's father was a broker?
For a broker, a connection with an order of knights and nobles is a lifeline.
It's understandable that he could inherit acquaintances.

"He's a broker I can trust. If I have work for you, is it alright to contact you through Luke?"

A broker as a middleman.

“Through Luke.”
“I hear that you live in Quratar, Michio. It’s difficult for me to go there, but Luke often has messengers here on errands.”

Ten mirrors might not be enough.
If they use them as gifts, they’ll need to replenish them.
They’d like to make contact whenever they have business.
So they’ll use Luke?

“If that’s alright, it’s fine with me.”

I okayed it and left Bode.

After breakfast, Sherry fuses a monster card.
I was a bit worried about her state after drinking sake, so I didn’t let her do it last night.
Would it be alright even if she was drunk?

Is there a chance to fail because of sake?
Since it’s a skill, does it matter?
If you get too drunk to use the incantation, the skill will fail to start.
It’s not something I need to forcefully try out.

“It worked.”

Without alcohol, of course it succeeded.

Rod of Offerings: Skill slots – 2xIntelect, empty, empty.

It’s a Rod of Offerings.
There are still two remaining empty skill slots as well.

“Great, as expected of Sherry.”
“Thank you.”

Sherry exhales greatly.
She still seems to be uneasy about fusing monster cards.
There were two monster cards at stake this time, so it can’t be helped.

Immediately, we went to Haruba’s labyrinth to try it out.

First, a group of two NT Ant's and a Mino appeared.
I use a [Water storm].

Water magic is the ants weakness, and I use a second shot.
They are annihilated before they get to us.
I use a fireball on the remaining cow.
Roxanne dodges the mino's attack, and I use another fireball.

The demon falls.
Two water spells on the NT Ant Lv11, plus an additional two [Fire ball]'s on the Mino, so four spells total?
Mino was five before, and is now four.
Even if they say 2X, it doesn't seem to mean double damage.

Since the spell amount decreased, our hunting improved.
If I double it, it's eight for the demons on the 12th floor.
That should be enough.

We advanced quickly, and arrived at the boss room.
When you open the door, there's just another room with a door at the other side.
The standby room.

"Should we try the 12th floor today?"

The 11th floor boss is poked full of holes with Durandal.
It tried to use it's skill several times, but everything was cancelled.
After the boss, we set foot on the 12th floor.

"The demon on the 12th floor is the Grass Bee. It flies and shoots needles from a distance. You might get poisoned because there is poison in the needles."

Poison attack from a distance.
Seriously?

"As expected, the demon on the 12th floor is strong."
"It doesn't have magic resistance, and has a weakness to wind magic. That's not just limited to Grass Bee, any flying demon seems to have a weakness to wind."

After the explanation from Sherry, Roxanne leads us to a place with

a Grass Bee.
One huge bee is flying.
Is it the bee version of NT Ant?
It's body is black, and it's legs are yellow.

I use [Breeze storm] from a distance.
If I used a single target magic from this distance it would be avoided.
I could hit it if I let it get a bit closer, but it's the first time facing this type of demon so I want to attack as early as possible.

When the [Breeze storm] hit, the bee was tossed around, up, down, left & right very intensely.
It looks to be effective.
If it was a human, the brain would be shaken up.
It might not be that serious since it's a bee.

The second shot is the [Breeze ball].
The 3rd is used straight after.
The Grass Bee did not use it's distance attack as it approached.
It makes a strange buzzing sound as it approaches.

Roxanne takes the lead, and dodges a sword like dash from the bee.
Sherry thrusts her spear.
Because of Roxanne, I get a good chance and use another [Breeze ball].

The buzzing stops, and the bee falls.
It was hovering, and then suddenly fell with a crash.
A yellow leg is lying on the ground.

Four?
It's the same number as the demons on the 11th floor.
Demons on the 12th floor are twice as strong as demon on the lower floors, but wind magic is it's weakness and is twice as strong against it.

I only need to use wind magic on Haruba's 12th floor.
Four will be alright even if NT Ant appears.
It seems we can fight on Haruba's 12th floor.

Before long, the Grass Bee becomes smoke and disappears leaving Beeswax behind.

“It’s beeswax? Can you make candles from it?”
“If you sell it to the guild, craftsmen will turn it into candles. It’s not a very precious material, so the guild is the only place that really buys it.”

Sherry tells us.
There doesn’t seem to be a skill to make candles from beeswax.
They can still make them despite that.

“It is useful for maintenance on leather equipment. If you don’t mind, can I use some?”
“Sure.”
“Thank you.”

You use it just as wax?
Giving some to Roxanne will be good.
I put it in the item box for now, but I’m running out of space.

Now that I know we can fight here, that will do for today.
It’s time to visit the slave trader in the Imperial Capital.

“As I mentioned earlier, I’m going to the Imperial Capital. Do the two of you want to come as well?”
“Yes. I’ll come.”
“Um, is it alright?”

Sherry hesitated.

“It will be a new companion for the two of you, so I want to hear your opinions.”
“It’s alright, Sherry.”
“Oh, Roxanne was there when you met me. Please let me come as well then.”

Roxanne and Sherry will come along, so the three of us go to the adventurers guild in the Imperial Capital.
Towards the business of the slave trader.
I heard about the place from Alan.

There’s a place surrounded by a wall.
An amazing building comes into view.
The gate is beautiful.
It seems they are quite profitable.

“This must be it.”
“It looks like it.”

Is the wall to prevent people from getting out?
The gate is opened, and we went in.
A man came out to meet us straight away.

“I have come by a referral, and I would like to speak to someone about a purchase.”
“I understand. This way please.”

I pass over the letter of introduction, and the man guides us into the building.
The man left us in a room near the entrance.

“Welcome, I am the master of this business.”

After waiting a while, a different man comes to us.
He is a slave trader Lv6.

“I look forward to doing business with you.”
“Come with me please.”

The slave trader guides us to one of the back rooms.
I sit on the sofa, and three herbal teas are prepared.
Since I gave him a letter of introduction, there shouldn’t be any misunderstanding about me selling Roxanne & Sherry.

“Thank you.”

I drink a bit of the herbal tea.
If I consider that this place trades people, I can’t trust them that much.
Though I shouldn’t comment, since I’ve bought slaves.

“I saw the letter of introduction from Alan the slave trader in Vale, and that you’re looking for a master smith.”

“No, I no longer need a master smith.”
“Okay.”

The slave trader looks at Sherry for a moment.
You can tell she is a dwarf just by looking.
I am not selling her.

“I’m looking for a woman who can fight in the labyrinth.”
“A combat slave, an adventurer, or explorer?”
“And someone who can speak Brahim.”

Young and beautiful would be good, but I won’t say that.

“In the Imperial Capital, a beautiful female combat slave is in high demand because there are a lot of people who explore labyrinths in the capital. We have prepared a lot of them, so surely we can find one that is to your satisfaction.”
“I hope so.”
“Lets go to their room for a look then. If there is any you are interested in then you can have a talk with them.”

He seems to have realized even if I didn’t say it.
Are they sorted by looks?

“I understand.”

I follow the slave trader to the third floor.
Roxanne and Sherry can come along since it’s the room for females.

“The second floor has women who are older, or not suited for combat. If you are interested we can have a look through there afterwards.”
“That probably won’t be necessary.”

There is a sign for war potential on the framework. I hope they aren’t recommending something strange.
The slave trader went in, I looked to Sherry and then went into the room.

“An explorer is looking for party members. Will everyone that understands Brahim please line up here.”

The slave trader arranges the slaves.
There's about ten people.
It's not really much.

There are people with no motivation, and some interested, with various different expressions.
All the members seem better than the unmotivated ones in Vale.
It must be true that there is a lot of demand for combat slaves in the Imperial Capital.

Even so, it's over quickly because there is only a few.
Is a woman with a nice face, or a motivated face better?

We cross the room, and are guided to the next room.
As expected, there are more than ten people.
They spread them out instead of packing them into one room.

There isn't anyone extremely beautiful in the next room.
We went around other rooms, and there wasn't any there either.
Is it impossible for me to expect the same level as Roxanne and Sherry?
I'll have to compromise a bit.

"Is that all?"
"The following room has people without any experience with men. They are a bit expensive for a combat slave."
"That's alright."

They had a category like that.
The ones that understand brahim arrange themselves.
There is one beautiful woman in this room, but she is obviously unmotivated.
They don't want to look at me.

I see.
They are the ones aiming for a wealthy man like Sherry mentioned.
They know they are beautiful.
If they have good looks, they can lead their master around by the nose.

It's troublesome and dangerous to go into the labyrinth, and they

want to avoid it.
Beautiful women are aiming for rich men.
A woman aiming for a rich man can't aim to be a combat slave?
Roxanne and Sherry are beautiful, and wanted to be combat slaves.

If I bought them, would they fight?
Would they help our war potential?

"On to the next room."
"Ok."

We enter the next room.
Some women line up.
After they have lined up, a cat girl who stood up late lines up.

Ah, she's beautiful.

Chapter 82 - Miria

"xxxxxxxxxx"

The catgirl, who stood up lastly, is told something and sent away.
So cute!

Miria | Female | 15 years old
Diver Lv2 (TN: It literally means 'female diver' but I have changed it to just 'diver.')

Miria huh?
She didn't stand up because she's not willing to?
Or because she's not suited for combat?

"Why was she sent away?"
"It was Bana language."

Roxanne says when I mumble to myself.

"Bana language?"
"Yes. It's the language spoken by beastkin tribes inhabiting middle-eastern part of the Empire."
"I see. So she doesn't speak Brahim language?"

When the slave merchant entered the room, he asked for those who understand Brahim to line up.
Miria didn't understand what he said but she still stood up because everyone was doing so.
She read the mood.

As a Japanese, I believe that it's important to be able to read the mood.
Until now, there was no one who was sent away like that.
No one was sent away like that probably because they didn't stand up if they didn't understand Brahim.

I won't give punishment to a slave, who doesn't understand Brahim, for not obeying an order which was given in Brahim.

If I were to, the slave would follow other people out of fear of punishment.

This slave merchant and I probably don't think alike.
Apparently, a slave is not supposed to be so close to their master that they act on their own discretion.
An order has to be issued in clear words.

I wonder if I should issue clear orders to Roxanne and Sherry as well.
I must thank Roxanne for doing it in my stead.
Whenever I visit slave trading house, I get to know how lacking I am.

"I apologize that she stood up needlessly."
"It's alright."
"Then please, have a look."

I follow the slave merchant and check them all out.
Not one of them was outstanding.
Miria was the cutest of all.
And not just in this room, in the entire building.

Actually, the second one in the previous room, who wanted a rich owner, was the best in the entire building.
But that's only a matter of opinion.

"Roxanne, can you speak Bana?"
"Yes. Where I was brought up, Bana was spoken there."
"And Sherry?"
"I can't."

So Roxanne can speak Bana because her tribe is one of beastkin tribes?
Can a wolfkin really live together with a catkin?

Small triangular ears atop Miria's head are standing erect.
Same as the amber merchant from before.
She has to be a catgirl.

"She's from catkin tribe, right?"
"xxxxxxxxxx"
"xxxxxxxxxx"

When I voice my question, Roxanne says something to Miria who says something in return.
What are they talking about?
Roxanne looks at me hesitatingly.

“Yes?”
“Umm… she wants to eat fish.”
“Fish?”
“xxxxxxxxxx”

Upon my affirmation, Roxanne says something to Miria.
In my opinion, there should be no problem for a catgirl to fit into our party.
Does this tribe like to eat fish?

“xxxxxxxxxx”
“She says that she would be willing to join us if she gets to eat fish.”
“Fish huh?”

Do they really like fish that much?
Do people of catkin tribe like to eat fish?
No wonder she has Diver job. It’s my first time seeing this job.

“Would you like to buy her?”
“Can I have an interview with her first?”
“But she doesn’t understand Brahim. She was found guilty of a crime and was, therefore, sold into slavery as punishment.”
“So I can’t buy her?”
“Not at all. If you want to, you can.”

He had an annoyed look on his face for a moment but I didn’t let it go unnoticed.
Is Miria perhaps a bargain?
Or is this all an act of the slave merchant?

Now that I have checked everyone out, it’s time for interview.
I have selected three of them.

First one is the woman I saw in the first room. She looks decent and seems willing as well.
I finish interview with her. She’s neither good nor bad.

Not bad at all.

Second one is extremely beautiful but she prefers a rich owner.
She doesn't seem to be willing to join my party.
She answers all my questions with no expression whatsoever.

Third is Miria.
She enters upon the slave merchant's call.
Her height is more than Sherry's but lower than Roxanne's.
About 150 centimeters.

Slim and slender.
Moderate chest. Neither modest, nor big.
Earlier, her hair seemed black but it's bluish.
It's dark blue- no, dark navy blue.

Slightly round face. Cute!
Round eyes.
Cat-ears atop her head.

Hair on the outside of her ears is blackish blue, like hair on her head.
Hair on the inner side of her ears, however, is white.
Soft ears covered in hair.
I so wanna play with her ears!

"Roxanne, can you be the interpreter?
"Please leave it to me."

I start her interview with Roxanne as interpreter.

"First, let's talk about fish. How frequently would you like to eat fish?"
"xxxxxxxxxx"
"xxxxxxxxxx"
"Once every three- no, five days."

I was of the idea that it would be daily but it's not. That's a relief.
I have no idea how much fish is eaten normally in this world.
There's a fishmonger in Quratar, so procuring it won't be a problem.
Yet I have never seen Roxanne and Sherry cooking fish.

"xxxxxxxxxx"

“She says that she would be fine with once in ten days.”

Oh, she has relaxed her demands.
Miria is looking at me with expectant eyes.

“Are you fine with it, Roxanne, Sherry?”
“I don’t dislike fish.”
“I’m fine with it.”

I’ll try meuniere sometime, I guess.
It’s too late for me to say that I don’t like fish.

“There’s no issue with fish.”

I nod to Miria in affirmation.

“xxxxxxxxxx”
“We can sprinkle a little oil and grill as is; or we can make meuniere by dredging it in flour, so that its moisture doesn’t escape; or we can saute it in olive oil; or we can fry it in olive oil and wine; or we can simply boil it with salt and fish sauce. It sounds simple but tastes great.”

So tempting!
When Roxanne translates it, Miria leans forward.
With eager eyes.

“xxxxxxxxxx”
“She says that she wants you to be her master.”

Just like that?

“Can she cook?”
“xxxxxxxxxx”
“xxxxxxxxxx”
“Yes, ‘leave it to me,’ she says.”

Restaurants and convenience stores are not common in this world.
There are not many people here who love to dine out.

“It’ll be troublesome if she cooks fish everyday.”
“xxxxxxxxxx”
“xxxxxxxxxx”

“She understands.”

Well, I can simply not have Miria cook everyday.

“Does she have any issue with fighting in labyrinth?”
“xxxxxxxxxx”
“xxxxxxxxxx”
“She seemed to have taken out a fishkin in a labyrinth.”

Does she have anything to say other than ‘fish?’

“Brahim… if she doesn’t learn it, there’ll be no fish for her.”
“xxxxxxxxxx”

No, don’t translate that! No!
When Roxanne translates it, Miria glares at me like I’m her enemy.
Well, she seems ready for labyrinth at least.

“xxxxxxxxxx”
“xxxxxxxxxx”
“xxxxxxxxxx”
“Umm… I have convinced her that master is not a bad person.”

Roxanne seems to have followed up.

“So, have you decided?”

After Miria regains her calm, the slave merchant gestures me wrap it up.
After I acknowledge, he takes Miria and leaves the room.
It was considerate of him to leave the room.

There are only three of us in the room now.
I ask Roxanne and Sherry for their opinion.

“So, what do you think about those three?”
“Second one is unreliable. She will only hold us back in labyrinth.”
“I know, right?”

Roxanne is talking about that woman who was beautiful but unwilling.
I agree with her opinion.

“…In regard to chest… I will drop further down the order.”

Says Sherry. There's a famous saying, 'flat is justice,' don't you know?
You should not compare yourself with your fellow party members.
You should have more confidence in yourself.
Although I'm thinking so, I'm afraid to say that out loud.

"First one isn't bad."
"But not good either."

Ignoring what Sherry said, Roxanne continues.

"Umm… master, which one do you like?"
"Well, Roxanne and Sherry are already beautiful enough. I just want someone who won't cause trouble for me."
"Th-Thank you, master. Third one is good. The one from catkin tribe."
"Why catkin tribe?"

Roxanne's facial expression turns strange

"T-Those of catkin tribe don't stick to their partners all the time. Therefore, it would be enough if you play with her for a short period of time everyday."

In other words, even if Miria becomes my slave, I won't be able to spend much time with her?
And Roxanne will have the opportunity to monopolize me?
Roxanne's line of thinking is odd.

"In any case, I won't ever ignore you, Roxanne."
"Th-Thank you. She's not as good at fighting in party as fishing. We will have to teach her that."
"So, are both of you fine with her?"
"Yes. I have no problem. Leave interpretation to me."

If Roxanne has no problem, there's no problem.
The slave merchant comes back after a while.

"So, have you made your decision?"
"Can you please tell me the prices of the three?"
"First one is valued at 200,000 Nar. It's a bargain price if you ask me."

“Oh, is it?”

It’s cheaper than I expected.
Although she’s not exceptional, this price makes the deal worth it.
Or Roxanne and Sherry are extraordinarily exceptional, perhaps that’s why I have set the bar high?

“But she doesn’t have any specialty. Second one is priced at 500,000 Nar. Since you were introduced by a fellow of mine, however, I’ll give you a discounted price of 450,000 Nar. No man can refuse such an outstandingly beautiful woman.”

Because she’s beautiful, her price is sky high.
However, he discounted the price by 50,000 Nar just like that. There doesn’t seem to be any market price.

“It’s too much.”
“Third one, with the level of talent she has, could easily go for 600,000 to 700,000 Nar in auction if she knew Brahim. But she doesn’t, therefore, she is available for 450,000 Nar.”

Is there an auction for slaves?
So, is that why he seemed annoyed back then? Because he can sell her later in auction for much higher?

“But there’s no guarantee that she will fetch high price in auction. And then there’s her food expense.”
“It’s included in the price.”
“But it’ll take time and effort to teach her Brahim.”
“This is exactly why her price has been lowered to 450,000 Nar.”

The slave merchant shakes his head.

“Is she in her first year of slavery?”
“Of course.”

He nods with confidence this time.
I don’t want to buy leftover goods.
The discount is not in respect of clearing obsolete stock, it seems.

Would he really discount her price this much merely due to language?

Now that I think about it, the slave merchant said that she was found guilty.

“You mentioned earlier that she was found guilty of a crime.”
“She was caught fishing in the territory of a temple. Her village, in consultation with the temple, sold her off into slavery. It’s believed that the divine punishment will only subside when she becomes property of someone else.”

The slave merchant tells the story.
Did she step into some god’s sanctuary?
It sounds similar to the story of a greedy person who fished in the territory of Ise Grand Shrine.
A greedy person huh?

Divine punishment is feared even in this world, it seems.
And a person who has incurred divine punishment seems to be unwelcomed.
So, is this her demerit?

“Divine punishment…”
“She probably didn’t know that the area was restricted. It doesn’t necessarily mean that she has a habit of stealing.”
“But to pay such a high price only to share divine punishment with her.”
“Not at all. Why would you share her punishment? Okay, I’ll lower the price to 400,000 Nar. I won’t lower it any further than this.”

The slave merchant lowers her price even more.
Is this the final price?
If he were confident in selling her for high in auction, he wouldn’t have lowered her price like this.
Actually, considering her background, there’s no guarantee that he can sell her at all. Now that he has the opportunity to sell her, he must be trying his hardest to avail it.

“Okay, I have made my decision. I’ll buy Miria.”
“Thank you for business.”
“I want to change my will as well. Sherry will be free upon my death, so I want her to inherit Miria.”

Death penalty is a painful way to die.
It existed in Edo period too.
Disembowelment, crucifixion, beheading, saw mill.
It’s not an easy death.

By default, if a master were to die, their slave would die as well. However, if a slave murders their master, they would receive death penalty.
If Miria kills me, she will not die by default. She will be inherited to Sherry and then receive death penalty.
This is only a contingency plan however.

“Changing the will costs 300 Nar.”
“Doesn’t matter.”
“Well then, the total amount to pay is 280,210 Nar.”

Although he said earlier that he can’t lower it any further, he lowers it in the end.
A merchant can’t be trusted after all.

Chapter 83 - Fishmonger

“It was splendidly negotiated.”

Sherry compliments me upon leaving the room. After I paid the amount, I was asked by the slave merchant to wait outside.
She doesn’t seem to mind using underhanded methods against brokers.
Sherry is nasty when it comes to negotiation.

“It was? Thank you.”
“However, I still don’t understand why the slave merchant lowered the price further without any apparent reason.”

…Err
Because of 30% discount.

“As you would expect from master. He could see master’s virtue.”
“Thank you but I’m not exactly a man of virtue.”

Really, I’m not virtuous. I can lay with you right here, Roxanne.
If skill could be considered same as virtue, then I might be virtuous.
From a third person’s viewpoint, I may be a skilled merchant to be able to get the price down by 30%.

“Not at all. It was splendid.”
“She seemed to have violated god’s sanctuary but it won’t be a problem.”
“If master says so.”
“Divine punishment is only superstition. Had it existed, she would have received it when she was fishing in the restricted area.”

Sherry is rational after all.
Roxanne nods as well upon hearing it.
After a while, the slave merchant comes back with Miria.

“xxxxxxxxxx”
“‘Thank you very much for fish,’ she says.”

Really? But I have yet to give her fish.
So tonight's dinner has already been decided?
She seems to be skilled at negotiation.

"Not now."
"xxxxxxxxxx"

She glares at me when Roxanne translates it.
Did I ever say that I won't give her fish?

"Then I'll rewrite the Intelligence Cards."

I extend my hand out upon the slave merchant's instruction.
Miria is told something as well. She reluctantly extends her hand out.
Finally, after Sherry extends her hand out, the slave merchant rewrites the Intelligence Cards.

Kaga Michio | Male | 17 years old | Explorer | Free
Owned slaves : Roxanne | Sherry (to be free upon death) | Miria (to be inherited upon death)

After our Intelligence Cards get rewritten, Miria appears in the list of my slaves.
After my death, she will be inherited.
It doesn't mention, however, whom she'll be inherited to.

I receive Miria and leave the building.
As I expected, Miria is barefoot.
When we come out of the building, I pass leather shoes to her.

"Well then, put these on."
"xxxxxxxxxx"
"She says that she's sorry for receiving these shoes in addition to fish."

In other words, she wants fish.

"It's also for use as equipment in labyrinth."

When Roxanne translates it, she accepts the shoes and put them on.
I add her to my party and return home via the Imperial capital's adventurer guild.

Immediately upon arriving at home, Roxanne explains something to Miria.

“xxxxxxxxxx”
“xxxxxxxxxx”
“xxxxxxxxxx”
“She says that it’s unbelievable for an explorer to do that.”

Were they talking about Warp?

“Explain it to her and tell her that it’s confidential.”
“Understood.”

Because it’s bothersome, I leave it to Roxanne.
When Miria listens to Roxanne’s explanation, her expression turns respectful.
Exactly what Roxanne explained to her remains unknown.

Whatever, it’s not like I mind being respected.
Because I know how scary she can be at times.

“Once again, I am your master, Michio. I’ll be in your care from now on.”

I put my hand on Miria’s head.
After confirming that there was no resistance, I start to caress it.
I play with her cat-ears for a bit.
So soft!

I was of the idea that they would be more stiff but they’re not.
There’s a cushion of soft, white hair inside her ears.
This fluffy feeling is a bliss.

“xxxxxxxxxx”
“She says that it felt good.”
“Tell her to say ‘yes’ in Brahim language.”
“…Yes.”

When Roxanne translates it, Miria tries to say it.

“Oh, you said it properly.”
“xxxxxxxxxx”

“That’s great.”

Roxanne, Sherry and I appreciate her effort.
“People don’t do things unless you perform it, tell them how to do it, get them to do it, and praise them.”
— Yamamoto Isoroku

“Yes.”

Miria looks bashfully happy.
Hopefully, we can teach her Brahim words one by one.

“She’s Roxanne. She will take care of interpretation. Treat her like your sister.”
“xxxxxxxxxx”
“Yes.”

When Roxanne translates it, Miria bows to Roxanne.
I wonder if she translated it as I intended.

“Okay then, try to say ‘sister’.”

I try to teach Miria one more word.
Sister.
If she successfully says ‘sister,’ then next will be…

Fufufufu
The excitement from a cute catgirl calling you ‘brother’ is something totally else.
Nothing comes even close.

“…Sister.”
“Yes, Miria.”

Alright, that was good.
And now…
When I was about to teach her next word, Sherry looks at me with despising eyes.
Why?

No, it must be my imagination.
It has to be my imagination.

It was undoubtedly my imagination.
I'm becoming paranoid.

"Sh-She is Sherry. We four are the only members of the party for now. We'll have more party members with time."

Damn it!
What's wrong with me?

Well, at the very least, I have made it clear that I'll be expanding my harem in time to come.
Well begun is half done.
Iron must be hit when it's hot.
It's better to inform her of this before she gets attached to me.

"xxxxxxxxxx"
"She says that she had a younger brother, so she'll do just fine."

Miria sticks her chest out proudly.
There's no need to drag your brother into it.

"Let's talk about job then. Is there any particular job you want when you enter labyrinth?"

While asking that of Miria, I open Party Job Settings interface.

Diver Lv2, Villager Lv5, Merchant Lv1, Explorer Lv1, Warrior Lv1, Pirate Lv1.

None of the jobs are high level.
She most probably acquired Pirate job by fishing in the restricted area.
Do beastkin become pirate instead of thief?

"She says that It's good as it is."
"Diver?"

Well, she obviously won't say that she wants to be a 'pirate king.'

"The guild contracts with you which requires you to keep Diver job for at least ten years after you become a diver."
"Really?"

I try to change her job to Villager Lv5.
I can't change it.
Ah, I see.

"She says that she will become a pirate if she tries to change her job."

When I close the Party Job Settings interface and use Appraisal, she was Pirate Lv1.
I open Party Job Settings interface again in a hurry.

…
Thank goodness.
I was able to change her job back to Diver Lv2 successfully.
I close the Party Job Settings interface and check her job again. It's Diver Lv2.

As an experiment, I try to change her job to Warrior Lv1.
Success.
She doesn't become pirate.

"Apparently, the contract is no longer in place."

Roxanne translates that I have changed her job and that the contract no longer exists.
She doesn't get that I can change jobs using Job Settings option.

If I say that it's normal, will it be considered normal?
Of course not.
She obviously won't get it.

"xxxxxxxxxx"
"Is it divine punishment?"

Miria says something anxiously to Roxanne and she translates.
No.
It was I who did that.

"N-No, it's not divine punishment. I-It's something that I did."
"Can you do something like that?"

When I deny it in a flurry, Roxanne looks at me with eyes full of

respect.
When Roxanne translates it, even Miria looks at me with respect.
They seem to have totally misunderstood it.

Well, I have done it now.
And I can't undo it.
It can't be helped.

"Sherry, what kind of job this Diver is?"
"It's a racial job for females of catkin tribe. They display strong offensive ability against aquatic monsters."

Diver Lv2
Effects: Medium Increase in Stamina | Small Increase in HP | Small Increase in Strength
Skill: Anti-Aquatic Enhancement

Diver job has a skill called Anti-Aquatic Enhancement.
Is this the reason why they display strong offensive ability against aquatic monsters?
It's probably a passive skill.

Should I leave her job to Diver?
It may come in handy against aquatic monsters.

"What type of weapon do you use?"
"She says that she uses spear to catch fish."

Spear?
Is it perhaps harpoon, not spear?

"Can she use spear in labyrinth? Also, is it alright for two vanguards to use spear, Roxanne?"
"xxxxxxxxxx"
"xxxxxxxxxx"
"If you want her to be attack-oriented, she can use a two-handed sword. If you want her to be defense-oriented, she can use a one-handed sword and a shield."

Roxanne says after discussing it with Miria.
Should I have her use both a sword and a shield?
I'm the main damage-dealer anyway.

“Then let’s go with a one-handed sword and a shield. Can she make do with dagger for now?”
“Yes, it’ll suffice.”

Because Roxanne has approved of the idea, I go to get a dagger.
I didn’t put it in my Item Box. It’s the same dagger, with an empty skill slot, which Sherry made earlier.
30% discount is not effective on purchase of single item.
For the time being, this dagger will do the job.

I come back from the storeroom with the dagger and hand it to Miria.
Miria says ‘okay,’ and receives it.

“What about armor? Leather cap and leather gloves will be enough, I believe, but I’m not sure about leather armor.”

Because it was not enough against Green Caterpillars Lv11, we had to upgrade it.
It’s even less likely an option for Miria whose level is low.

“Leather jacket will suffice.”

Yes, but only for Roxanne.

“She’ll need a few things, for she has only just started. Let’s go to the armor shop first. If there’s anything else you need, let’s buy that as well.”
“Understood.”

I jump to Quratar’s adventurer guild.
Miria is still surprised, so I leave her in Roxanne’s care.
I don’t use incantation either when I use Warp from inside home.
Miria doesn’t fuss about it outside however.

We head to the armor shop in the centre of the town. On the way, Miria stares fixedly at fishmonger.
She just can’t be helped.

Even though I say fishmonger, not many fish can be seen there.
There seem to be only three or four kinds, including carp and salmon.

They are fresh-water fish, so they must be from somewhere nearby.
Quratar is far away from sea, so there are no sea-water fish.

“xxxxxxxxxx”

When we pass by the fishmonger, the wind carries Miria’s murmur to my ear.
I thought that I wouldn’t be able to budge her from there but she obediently follows us along.

“What were you saying?”
“xxxxxxxxxx”
“xxxxxxxxxx”
“Snakehead, Rock Sole, Baiji. These are the names of the fish at the fishmonger.”
Roxanne says after confirming with Miria.
Names of the fish?
As you would expect from Miria, she knows them all.

“We will buy fish after this.”

When Roxanne translates it, Miria looks at me with wide, round eyes.
Eyes filled with surprise, joy and hope.

“Yes!”

She replies vigorously.
Do you know where we are going?

When Roxanne chides her, she returns to normal.
She doesn’t know after all.
Miria lines up next to Roxanne.
Roxanne is explaining something to Miria.

“What is she telling her?”
“Formation, most probably.”

Because there was no end to the explanation in sight, I ask Sherry.

“Formation?”
“Yes. Until now, Roxanne and I used to take front-back or left-right

position in order to guard you. But we have one more now.”

So, is this why they didn’t use to rush out and stuck close to their positions?
Was that their formation?
I never noticed it.

“Really? I’m so pathetic. Thank you and Roxanne too.”
“Not al all. It’s our duty.”

Of course they’ll guard me.
They’ll guard me unless I order them not to.
Because I didn’t give any instruction, Roxanne came up with it herself.
I’m such an incompetent master.

When we arrive at the armor shop, I first pick a shield.
I choose iron shield, which is next after wooden shield, for Roxanne.
There are two empty skill slots on it.
It’s not much heavier than wooden shield probably because it’s small and thin.

“Which one would you like to have, Miria? Hard leather jacket or chainmail?”

After choosing iron shield for Roxanne, I ask Miria.

“As long as I don’t have to catch fish, I’m fine with chainmail.”

She can’t swim with chainmail on, of course.
I pick some chainmails with empty skill slots.
The moment I ask Miria to choose, she immediately points her finger at one.

“Is this one that good?”
“The quicker we are done with this, the sooner I can get fish.”

So fish is more important to her than armor?
Well, all these chainmails are essentially same.
Therefore, you don’t have to scold her for this, Roxanne.

After buying the iron shield and the chainmail, we leave the armor

shop.
Miria picks her clothes and other items of her use without wasting any moment.
Shopping with Miria is so easy.
I'm not sure, however, if it'll be same at the fishmonger.

"Is roasted white fish alright, Miria?

I ask her before deciding what to make.
When Roxanne translates it, Miria nods to me happily.

"It seems to be alright."
"Roxanne, Sherry, choose one item each beside roasted fish for dinner."
"I'll make soup then."
"I'll stir-fry something."

Roxanne will make soup and Sherry will make stir-fried food.
It's Miria's first day. We have to make it memorable.
Miria looks at me with burning eyes.
Has she fallen in love with me already?

"xxxxxxxxxx"
"She wants to thank you for fish."

I figured that much myself.
After buying clothes, items of daily use and a magic crystal, we finally buy fish from the fishmonger.
Miria sticks close to me all the while.
I receive the white fish from the explorer uncle.

By the way, I have finally found out why there's a fishmonger in Quratar.
White fish is a dropped item.
Some monster from some higher floor seems to drop it.

Because it's a dropped item, it can be carried in Item Box.
It's a good part-time work for a retired explorer.
Because the man at counter of the shop is a merchant, 30% discount is effective.
Sourcing, rather than selling, seems to be the main part of the

fishmonger’s business.

“Miria, can you fillet the fish?”
“‘Leave it to me,’ she says.”

Uh-huh
Because she stuck her chest out proudly, I knew the answer before Roxanne translated it.
I knew she could do it.
I only ever bought it from supermarket, so I don’t know how to fillet it.
Well, I don’t have to worry about procuring fish at least, for there’s a fishmonger in Quratar.

Chapter 84 - Tapetum

After buying ingredients for dinner, we return home.
I start heating the bath.

Well begun is half done.
Miria became a slave as punishment for violating god's sanctuary.
She didn't explicitly consent to becoming a sex slave.
In this respect, she's different from Roxanne and Sherry.
This will be a make or break moment.

If the worst comes to the worst, I'll just use fish as bait.
Forcing her into it, however, is the last resort.
If possible, I want her to consent to it.

And to do that, we'll first have to take bath together.
One step at a time.
Taking a bath together won't be a problem for she can't deny her master's order to wash his back.
After that, we'll have all the time.

It's fine, right?
Yes, as long as I don't force her.
Bed has been laid.
What's left is to unravel the buttons.

I can't endure anymore.
It's fine, right? Yes, it is.

"xxxxxxxxxx"

Miria starts making a fuss all of a sudden.
I shrug in confusion and go out to see what the matter is.
Roxanne is explaining something to her.
Because I was using water type magic to fill the tub, is that what the ruckus was about?

Was she surprised?
Or did she hear what I was thinking in the bathroom?

“She says that it’s really amazing that you can also use magic.”

Miria looks at me with respect.
Phew
She didn’t hear my thoughts. That’s a relief.
Miria has been making a fuss for a while but she seems to be convinced now.
The matter has been resolved without my intervention.
I’m grateful to whomever came up with the idea of delegating work.

After having used magic several times, I head to the kitchen.
Miria was there in the kitchen with Roxanne.

“It’s a pot. Pot.”
“Pot.”

She seems to be learning Brahim language at her pace.
I’m impressed.

“Roxanne, are you having any difficulty?”
“Not at all.”
“Miria is doing great.”

I pat the heads of the two and incidentally stroke their ears.
Dog-ears and cat-ears.
Roxanne’s lop ears are lovely. Miria’s erect cat-ears, on the other hand, are cute.

“xxxxxxxxxx”
“She says that she won’t eat fish if she doesn’t learn a new Brahim word.”

I didn’t mean it when I said that.
Oh well, it’s not like it’s bad.

“She won’t? By the way, can you help me with labyrinth?”
“Certainly.”
“Would Miria like to go too?”
“That’s a good idea.”

Roxanne says something to Miria.
Miria nods.

She seems to be willing.
Let's go then.

"I'll stay here to keep watch."

Because Sherry intends to stay at home, I pass equipment to Roxanne and Miria.
Chainmail, leather hat, leather gloves, iron shield and wooden shield.
Although there's only one iron shield and one wooden shield, they're occupying two separate slots in my Item Box.
Was buying iron shield not a good decision?
Or should I discard wooden shield and buy one more iron shield?
Because I have used gold coins to purchase Miria, one slot has been freed up.

"Miria, you have to just observe for now. You don't have to take part."

After telling that to Miria, I take them to Haruba's labyrinth.

"I can smell Minos from there. The smell is dense, however, which means there are more than one. About three, to be specific."
"Let's head there."

Under Roxanne's guidance, we proceed on 11th floor of Haruba's labyrinth.

Because it takes time to find monsters, it's inefficient to look for lone monsters.
Since Sherry isn't here this time and Miria is only observing, a group of four is out of question.
NT Ant is not an option either for Sherry has Antidote with her.
It's selfish of me to make so many demands.

Minos or Escape Goats in a group of two to three will be perfect.
It's a vague and selfish request but I can't help it.
I'm really grateful to Roxanne.

We hunt a group of three Minos.
I start off with a Rush attack on first Mino. After I dodge second Mino's body slam, I take first one out with another attack.
Roxanne is holding third Mino, dodging its attacks by a hair's

breadth, attacking it all the while.

“xxxxxxxxxx”

After we take all three monsters out, Miria says something to Roxanne.
From her expression, she looks excited.
She is most probably impressed by Roxanne’s ability to dodge.
I can understand that much from the respectful expression she has on her face toward Roxanne.

Well, I dodged a Mino’s attack as well.

If you get to see Roxanne dodge, however, you can’t help but be in awe.
That said, you need to be apt at fighting to be able to appreciate Roxanne’s prowess. I look forward to Miria’s prospect.
It is I, however, who takes the monsters out.

But I have no power of my own.
Credit is due to Durandal.
I will not admit defeat however.

“Can I ask of you once more?”
“Certainly.”

My MP is not fully recovered yet, so I decide to hunt some more.

“xxxxxxxxxx”

On our way to next monster, Miria says something.
She points at the turn ahead.

Magic Crystal

It’s a magic crystal.
When I use Appraisal in the direction where she was pointing, I find a magic crystal there.

“Fish savings? Yes, it seems to be there.”
“It’s magic crystal. Well done, Miria.”

Empty magic crystal is black, so it’s often neglected in the dark of

labyrinth.
I found one after a long while.
According to what Sherry said, magic crystals are found more on higher floors.
There was no need to buy one earlier.

“Her parents told her that she can eat fish if she collects it from labyrinth. Therefore, she calls it fish savings.”

Miria says and Roxanne translates.
So her whole family is genuine fish-lovers.

“I see. So you can find it. That’s great, Miria.”
“Miria can also see perfectly in the dark.”

Miria proudly sticks her chest out.
Cats have a reflective layer in their eyes, Tapetum, which reflects light back through retina.
This is the reason why their eyes are sharp and glow in the dark.
I wonder if people of catkin tribe possess Tapetum too.

So the reason I don’t find magic crystals in labyrinth is because her kind have swept them all?
It is impossible for me to find a black crystal in a dark labyrinth unless I use Appraisal.
Miria, on the other hand, found one before even turning around the corner.
If other parties include catkin, it makes sense that we don’t find magic crystals often.

“Is that so?”

I receive the magic crystal, recover my MP and return home.

“xxxxxxxxxx”
“xxxxxxxxxx”

When we arrive at home, Roxanne and Miria start talking about something.
Roxanne moves exaggeratedly and explains something.
She waves her body several times while explaining.

She's probably teaching her how to dodge.
I don't think Roxanne's lecture will help her in any way however.
As a fellow ordinary person, I empathize with Miria.

Eh?
This is strange.

Miria is listening to her explanation eagerly.
She imitates Roxanne and waves her body.
Roxanne's lecture seems to be effective.

"Miria is suited to be a warrior."

Roxanne seems satisfied with Miria's effort.

"S-She is?"

Is Miria perhaps not a fellow ordinary person but Roxanne's fellow?
All beastkin seem to be so.
But they can't express themselves fully because they don't speak Brahim.

I divert my eyes from them and look at Sherry. She has same look on her face as me.
Sherry is puzzled.
She is a fellow ordinary person.
I entrust the two to Sherry and head back to the bathroom.

I heat the bath again.
Now that the bath has been heated, it's time for lemon to do its job.

I leave a lemon to float in the bath, grab two more and move to the kitchen.
I take a peek at the soup that Roxanne is making.

"Yes?"
"It doesn't seem to be seasoned yet. Can I have a little?"
"Certainly."

Roxanne's soup is in the stage of boiling meat and vegetables together.
At this point, it looks similar to bouillon.

“I want you to tell Miria to squeeze these lemons. Is it alright?”
“It’s alright.”

Roxanne translates it to Miria.
There doesn’t seem to be any instrument here to squeeze lemons, so you have to do it with bare hands.
My hands feel sore by just imagining it.

“Squeeze- fish- apply- tasty- okay?”

I hand the lemons to Miria and tell her in broken Brahim.

“Okay.”
“S-q-u-e-e-z-e.”
“…Squeeze.”

Roxanne translates, I nod and Miria repeats.

“F-i-s-h.”
“Fish.”

Shouldn’t she already be familiar with how to say fish?

“A-p-p-l-y.”
“Apply.”
“T-a-s-t-y.”
“Tasty.”

She seems to be learning quickly.
I’ll let her taste what tasty is. This way, she will learn what tasty really means.
Because my words get automatically translated into Brahim, I don’t know how difficult it is.

Sherry’s eyes look scary.

I add the lemon juice, which I received from Miria, and wine to the bouillon, which I received from Roxanne, and leave it to simmer after sprinkling some salt and pepper.
Afterwards, I apply flour to white fish meat and roast it in olive oil, and present it with lemon sauce.
Miria was staring fixedly while I was roasting the fish.

“Roast fish.”
“Roast fish.”
“Eat fish.”
“Eat fish.”

I take the opportunity and teach her more Brahim words.
Words related to fish must be easy to remember for her.

“I want to eat fish.”
“I want to eat fish.”
“When I eat fish, I’m happy.”
“When I eat fish, I’m happy.”

I feel like I’m learning Brahim myself in the process.
Was the sentence structure really like this?

After dinner was ready, I line it up on the table.
Miria sits by Roxanne’s side.
It’s natural because she does interpretation for her.

To Roxanne’s other side is Sherry.
Three people on that side while I’m all alone on this side.
Even though we have one more person now, I’m still lonely.

“W-What?”

When I was sulking, Miria stares at me.

“She probably wants to eat right away.”
“She does?”

I distribute the soup upon Roxanne’s indication.
When I ask Miria as to what she would like to eat, she jumps at meuniere.
She’s not good at using knife. She immediately stuffs it into her mouth.

“Tasty!”

I appreciate her for using the Brahim word which I taught her earlier.
I’m glad.

However, is it the fish that’s tasty or the dish?

Miria would find any fish tasty. What about the dish?
Actually, it might indeed be the fish that's tasty.

I take some meuniere to try it myself.
Hmm… it tastes great.
It seems to be a success.
It's safe to assume that she called the dish tasty.

"Now that I think about it, did you use to eat raw fish?"
"Umm… master, beastkin are different from beasts."

I was meaning to ask if there's a thing like sashimi in this world but I get reproved by Roxanne.
It was a needless thing to ask.
Beasts would eat it raw, not beastkin.

"My bad. I didn't mean it that way."
"Not at all. I'm sorry for interrupting you."

There's a risk of parasites if you eat raw fish.
But I'm not sure if it's same for white fish meat dropped by monsters.
Whatever, there's neither soy sauce nor wasabi here. What good sashimi is without those?

Miria is stuffing meuniere into her mouth like crazy.
Shortly afterwards, she has her shoulders drooped and head hung.
It doesn't seem to be a compliment.

"Do you not want to eat?"
"Eat."

When I hold my platter out to her, she snatches it immediately.
She doesn't seem to be modest when it comes to fish.
She stuffs the fish in her mouth with a joyful expression.

"xxxxxxxxxx"
"She says that she's happy that master bought her."

Ah, so it was that.

"xxxxxxxxxx"

“She says that she would serve master for the rest of her life.”

It’s not gratitude but more like a debt due to providing her a place to live and food to eat.

After that, Miria receives some fish from Roxanne and Sherry as well.
Although I said ‘receives’, it was more like ‘snatches.’
I can see the desire for fish burning in her eyes.
Roxanne reprimands her initially but gives her the fish in the end.

“Have you eaten enough?”

When the fish was all gone, I ask Miria.

“xxxxxxxxxx”
“She says that she had never thought she would be able to eat this much fish.”
“Is that so?”

Four pieces, to be specific.

“Miria says that she will do the dishes. Well, I’ll do maintenance of equipment then.”
“Okay. When all of you are done, we will take bath.”

I take beeswax out of my Item Box and pass it to Roxanne.
I casually take a look at Miria.

“xxxxxxxxxx”
“Okay, sister.”

When Roxanne says something to Miria, she immediately gets on her feet with a plate in her hands.
She starts to pick other plates up from the table.

What about bath?
Do you want to go together with us or not?
Which is it?
Yes or no?

“Plate.”
“Plate.”

“Knife.”
“Knife.”

While handing Miria the tableware, I teach her more Brahim words.
I don’t understand.
Did Roxanne tell her that we will take bath or not?

They were talking for long, so they must have talked about bath.
Or perhaps she was just explaining details of dishwashing to her?

“Wash.”
“Wash.”
“Dishwash.”
“Dishwash.”
“Later, Miria wash.”
“?”

It didn’t go through.
Did it not go through or did she refuse?

“xxxxxxxxxx”

When Roxanne translates it, Miria immediately leaves the dining table.
No? Yes? Which is it?
While I was having Sherry perform smithing, my mind was restless.

“xxxxxxxxxx”

Miria comes back shortly after.
She says something to Roxanne and looks toward me.
So bath is no good?

“Soap seems to be new to her.”

Says Roxanne after Miria leaves for the kitchen.
Don’t be so intimidating.

Miria comes back after a while.
Naked.
Wait, naked?

“xxxxxxxxxx”

“She thinks bath will be fun.”

Did she take her clothes off after she was done with dishwashing?
So, is it okay to take bath together?

“xxxxxxxxxx”
“She says that she’s good at playing in the water.”

So there can be that kind of problem too?

“xxxxxxxxxx”
“If there’s a fish in the water, she says that she can catch it.”

I see. There will be no fish in the bath however.
I hope that she has no misunderstanding in regard to bath.

Miria looks at me with clear eyes.
Cent per cent pure eyes.

Ah!
It pains my heart.

Although I’m not being accused, I’m feeling guilty.
I’m feeling guilty for my nefarious thoughts.
I’m feeling guilty for my devious motives.
I’m feeling guilty for my lustful eyes.

Miria exposes her slender body without any reservation.
Like I thought, there’s not plenty on her chest.
No! Don’t look at her with lecherous eyes!
At least, Sherry shouldn’t be envious of Miria’s chest.

Her body is drawn with beautiful curves.
From above her lovely ass, a cute tail is extending out.
Because she’s a beastkin like Roxanne, is that why she has tail?

“Ah, tail.”
“xxxxxxxxxx”
“Unlike us, wolfkin, they can move their tail on their own.”

Unlike Roxanne’s brush-like fluffy tail, Miria’s tail has same thickness all the way to the tip.
Apparently, she can move it.

“Tail.”
“Tail.”
“Move.”
“Move.”

Miria shakes her tail.
While wagging her tail, she shakes her ass right in front of my eyes.
T-This…

Because it was right in front my eyes, I grab her tail.
The tail is sticking firmly to the core.
Can I shake it?
Like you shake hands at Korakuen Garden.

“Sorry, I kept you waiting.”
“Let’s take bath then?”

Roxanne seems to be done with maintenance of equipment.
We move to second floor.
Roxanne and Sherry start to take their clothes off upon reaching second floor.
It looks like a strip show.

I take my clothes off as well.
On my side, Roxanne has taken off her clothes.
Her melons spring forth the moment she removes her clothes.

Like water gushing out.
As you would expect from Roxanne.
Miria is undoubtedly beautiful but she falls short of Roxanne’s appeal.
Roxanne is by far the best.
There’s no need to compare however.

Four of us enter the bathroom.
One man and three beautiful women.
Sherry checks the water temperature before entering the bath.
I add a little more water and stir it.

In the meantime, I wash Roxanne’s body.
I recall the moment from earlier when her melons spilt out.

No, i-it’s not like that.
Order comes first.

“Wash.”
“Wash.”

While washing, I teach Miria one more Brahim word.
She repeats after me.
Body wash and dish wash are two different words in Brahim?
Is that why it didn’t go through earlier?

“Wash firmly.”
“Wash firmly.”
“Wash thoroughly.”
“Wash thoroughly.”

I keep washing Roxanne while teaching Miria more Brahim words.
It’s soft and supple, so I wash it firmly and thoroughly.
I wash Sherry next.
I wash her gently and softly.

“Alright, next is Miria.”

When I say that, Miria comes in front of me.
Finally, at long last.
There’s no hint of reluctance on her face.
So it’s fine.

“xxxxxxxxxx”
“She says that she’s ready.”
“Is she?”
“P-Please take care of me.”

Miria lowers her head and says in Brahim.
Did she learn it beforehand in preparation for this moment?
I’m going to take full care of you, of course.

Chapter 85 - Field trip

I awoke hugging Roxanne, like usual.
Sherry is behind me, and Miria is the other side of Roxanne.
Sherry is against my back, and Miria is close enough to reach as well.

I can touch three people when I move.
The population density in the bed went up because there are more people.
It's a nice fit.

Roxanne kisses me.
How does she know I woke up? It's a mystery.

Quietly, without any sound.
I stuck to her, twining with her smooth tongue, wet with saliva.
Roxanne's tongue wriggles with passion.
After thoroughly twirling our tongues with each other, I released her mouth.

Next is Sherry.
Or so I thought, but she seems reluctant.
Things have changed, so she's thinking about something.

"Are you sure?"
"…"
"The order doesn't change?"

Sherry whispered as I held her, and drew her close.
I see.
Does the order change?
It's clear that Roxanne's position is solid.

Now that Miria is here, there is a chance to change order.
That Miria might get a more favored position.
Are you afraid of it?

"It's fine, there won't be any changes soon."

I answered quietly, and searched for Sherry's lips.
I won't deny that things will never change, because things might get too relaxed.

The kiss order last night was Miria, then Sherry, then Roxanne.
This morning we will maintain it with Roxanne, then Sherry, then Miria.
I didn't use Sex Maniac last night.
I shouldn't go all out on the first day.

"xxxxxxxxxx"
"Good morning-desu, Master."

When I release Sherry's mouth, something is said by Roxanne and Miria greets me.
Did you teach her to finish things like that, Roxanne?
There's no helping it.

Finally, I exchange a kiss with Miria.
Just lightly.
There will be plentiful use of the tongue in the future.
After poking her lips with my tongue, she pulled back a bit with anxiety, so I separated from her lips.

"Good morning Miria. Everyone get changed and we'll go to the labyrinth."
"Certainly."
"Yes."
"Yes-desu."

I get up and change my clothes.

"We only fought once yesterday. We will try the 12th floor. Miria, be on your guard."
"xxxxxxxxx"
"Yes-desu."

Miria answered when Roxanne translated.
Were the desu's taught by Roxanne?

Entering the pitch black wall of [Warp] takes us to Haruba's 12th floor.

“Good. Miria come as well.”

She was told it was safe even though it’s unknown, so there’s no problem?

“Yes-desu.”
“The labyrinth is dangerous. Every second counts. You don’t have to speak in a polite way in the labyrinth.”
“xxxxxxxxx”
“Yes.”

Roxanne guides our search through the Labyrinth.
Grass Bee, and Mino were defeated easily with four wind spells.

“I’ll use the sword in the next fight. If a Grass Bee appears, since it has a ranged attack we will charge it without waiting. Roxanne take us to the next one.”
“Yes.”

I pull Durandal out, and continue with Roxanne’s guidance.
Grass Bee has a ranged attack, so it would be a disadvantage to wait for it before fighting.

There isn’t a problem using magic.
However, magic takes time to cast enough spells to defeat the enemy.
There will be chances for enemies to attack if they rush in quick.

When I use Durandal, the strategy reverses.
I need to approach a demon to use my sword.
While I am approaching, I am completely exposed to the enemies ranged attacks.
Don’t wait. You need to run at the enemy as quickly as possible.

We encountered demons.
It’s a group of three Grass Bee’s.
Roxanne begins to run.

“Me, then Miria, then Sherry. Sherry you’re the rear guard.”

I followed Roxanne without waiting for an answer from Sherry.

“It’s coming.”

Roxanne stops along the way.
It’s the ranged attack from the Grass Bee.
I hear a small sound, and Roxanne begins running again.

I was worried about if it was avoided, but it seems to have been blocked with the shield.
It’s reassuring.
I am safe if I am behind Roxanne.
I’m running in the safety zone.

After making it to the Grass Bee, I circle sideways and use [Rush].
I attack again straight away.
The bee attacks my head as it hovers.
I barely avoided it.

I make a severe attack on the Grass Bee’s body.
The bee falls.

Three [Rush]’s?
It’s the same as Tare’s 13th floor.
I could probably defeat it with two [Rush]’s and a normal swing.

The second one was defeated with 2 [Rush]’s, a regular attack, and a pierce from Sherry’s spear.
It’s just like I thought.
Miria looked to be observing carefully.

The third one had Roxanne as it’s opponent.
I knocked it down with five swings from the side.
All the bees disappeared and left behind beeswax.

“Roxanne blocked the ranged attack, and was a great help.”

I thanked Roxanne as I received the beeswax.
Miria had been picking them up.

“Because we had Miria today.”

There was also Sherry and I.
Roxanne, I’d like you to understand that not everyone can dodge like

you do.

“I’d appreciate you to keep blocking them in the future.”
“I understand, though it takes more time than dodging them.”
“I don’t mind.”

I gave Roxanne an order.

“Ok.”
“Next, can you find some Mino or NT Ants.”

I check the toughness of a Mino Lv12.
One [Rush] and a regular swing.
Grass Bee on the 12th floor is twice as strong.
I understand that we can fight on Haruba’s 12th floor without problem.

The next challenge is how to get Miria accustomed to it.
Should I let her keep watching until divers level increases?
The ranged attack from the Grass Bee could be a problem.
There is always the chance of receiving an attack.

Should we start fighting on a lower floor in Vale or Quratar’s labyrinth?
How is Quratar’s 12th floor?
I don’t plan to make it a regular hunting ground for now, but we should pass Quratar’s 11th floor and go to the 12th.
There isn’t any downside to it.

“I want to go to Quratar’s 12th floor, do you think it will be safe for Miria?”
“I think it will be safe.”
“The cane has been strengthened, so there shouldn’t be a problem.”

Roxanne and Sherry give their agreement.
Roxanne’s opinion might be an overestimation, but if Sherry says it’s safe is it safe?

“The map is in the house, so we’ll get it, and make it to Quratar’s 12th floor, then leave it til tomorrow morning. For today, how about we go to Vale’s 8th floor?”

When Sherry was a master smith Lv1, we fought on the 8th floor.
The demon of Vale's 8th floor is the Collagen Coral.
Fighting it should be good.

I don't know if the Collagen Coral demon is considered aquatic.
It feels like it might be aquatic.
Coral is.

"xxxxxxxxx"
"xxxxxxxxx"

"Um. Miria would like to be taken along instead of being left in the house."

Roxanne reports after speaking with Miria.
I see.
Will Miria be alright even if it's unfamiliar?

"Shall we go?"
"Yes."

I [Warp] to the storeroom in the house where the map is kept.
It's before sunrise, and the room is pitch-black.

"There is a booklet on the shelf. We need the 11th sheet of papyrus. There is a spear leaning against the shelf, take it."
"They have been taken."
"That's fast."

Miria has grabbed the map straight away.
I can't even see Miria.
The ability to see in the dark seems to be extremely good.
I call out, and we go to Quratar's 11th floor with [Warp].

"Is here alright?"

Roxanne receives the map from Miria and checks it.

"It's the room near the entrance."
"I understand. This way."
"Miria, use the spear. Attack if you get a chance. Think about safety first, and don't step out front."

Miria starts to pass the spear, but I leave her with it.
It's the copper spear Sherry used previously.
Since it has an empty skill slot, I didn't sell it.

It's possible to attack demons with the spear, while keeping some distance.
It's a good weapon for Miria to use at the moment.
I receive the wooden shield from her.
She wears the dagger like a sword.

We move along the path indicated by the map, while beating several demons.
If the Green Caterpillar is defeated with 4 spells, then it isn't much of a threat.
Miria succeeded attacking several times without taking a hit before we arrived at the boss room.

The boss on the 11th floor is the White Caterpillar. Roxanne makes all it's attacks useless at the front, while I cancel all it's skills.

Miria also pierced it with the spear from the side.
It is such a majestic battle.
It would probably calm me down if this was my first time in the labyrinth.
Do you feel that you're fitting in as a party member?

"The demon on the 12th floor is the Sarracenia. It has a special attack that shoots digestive fluids. You might get poisoned if you are hit with it. It doesn't have a tolerance to any kind of magic, and fire is it's weakness." TN: It's a real plant if you want to google it.

We entered the 12th floor, and Sherry gave a briefing.
It shoots digestive fluids. It seems to be a scary demon.

"We'll fight once."

It's the demon on the 12th floor, and I just have to use fire magic.
If I use fire magic on it, since that's it's weakness I'll just have to use four.
It's not a major threat if it's just four.

"The 12th and 13th floors will bee good money for our party. It would

be good for hunting, unless you want to go to the labyrinths in the Harz territory."
"Why is that?"
"The Sarracenia drops aconite root, which is a raw material for the nourishment pill to be made."

Sherry explained it, since I was puzzled.
I can make nourishment pill?
I should be able to make it from the herbalists skill [Herbal medicine generation].

Selling antidotes made from leaves makes more profit than just selling leaves.
So it's the same for aconite root, it makes a higher profit as nourishment pills?

It's natural.
If the aconite root was more valuable, people making nourishment pills would disappear.
The payment a herbalist gets from making nourishment pills must be high.

"I see. Roxanne, can you guide us to a Sarracenia?"

Roxanne leads us forward.
A demon with a grassy appearance appears.
It has two green leaves, and a green head.
The leaves stick out to the right and left. They appear to be it's arms.

It's almost the same height as Sherry.
You could say that it's big, but it's not especially big if you think of Japanese pampas grass, and goldenrods.
A brown root wriggles eerily towards us.

I used a [Fire ball].
The flames lick it's grassy surface for an instant.
I use a second shot.
An orange magic formation appears at the base of the Sarracenia.

"It's coming."

Since I went to the side, even if Roxanne hadn't mentioned it I had already seen it.
I hid behind Roxanne immediately.
I am pathetic.

The Sarracenia lowered it's head.
I say head, but it's more like a tulip's flower.
The inside is hollow.
The Sarracenia's head is like a bag.

It has a feeling like a pitcher plant.
An insectivorous plant.
Is that why it shoots digestive juices?

The digestive juice is launched from the head of the Sarracenia.
I give it a [Fire ball] in return.
Roxanne blocks the demons attack with the Iron Shield.

Sherry & Miria pierce it with their spears.
The Sarracenia swings a leaf.
Roxanne avoids it.

I use a fourth [Fire ball].
The Sarracenia is covered in fire, and it collapses.

"Is the digestive juices alright?"
"Yes. It should dry soon."
"Oh?"

I check with Roxanne, but there doesn't seem to be a problem of it melting the shield.
Saracenia Lv12 is defeated with four fire spells, which is it's weakness.
It's the same as Grass Bee Lv12.

"The attacks are usually more dangerous than the digestive juices. It has a wide swing range which is hard to discern, and difficult to block with a sword or shield."

Finally, an enemy has appeared that annoys Roxanne?
The swing is hard to see because it's a leaf.
It's possible that it bends as it moves.

Sherry brings the dropped aconite root.
I remove monk, and add herbalist.
I put the aconite root in my palm, and use [Herbal medicine generation].
Three pills are made from the aconite root.

Nourishment pills.
Unlike antidote pills, there seem to be three.
This is how nourishment pills are made?

“Okay, I can make the nourishment pills.”
“xxxxxxxxx”

Miria is saying something to Roxanne. She has an amazed expression.
Getting her used to things seems to be progressing well.

Chapter 86 - Mayonnaise

We kept hunting Sarracenias on 12th floor of Quratar's labyrinth until one slot of my Item Box was completely filled up with nourishment pills.
I pass ten pills to Sherry for contingencies.

Miria has acquired Herbalist Lv1.
Because she picked up dried aconite roots, most likely.
Dried aconite root is considered a medicinal herb like leaf, it seems.

Surprisingly, fighting against Sarracenia wasn't that difficult.
Because it's plant, its offensive ability is not that great.
Even when I engaged it in close quarters with Durandal, it was an easy victory.

"Uh-oh"

When I was lost in thought, I get attacked with digestive fluid.
While I was focused on my sides, it drops on me from above.
I tried to jump out of the way but couldn't dodge it in time.

"So it has such an attack pattern."

Roxanne says casually. I was about to die here!
I swing Durandal and manage to take it out.

"Sherry, do you think Collagen Coral is an aquatic monster?"
"I think it is."

Because Sarracenia seems dangerous, we move to 8th floor of Vale's labyrinth.
Sherry agrees with my notion of Collagen Coral being an aquatic monster.

"Have you heard about a skill called Anti-Aquatic Enhancement?"
"I'm afraid I haven't."
"Miria doesn't know about it either?"

Because it's a passive skill?

“Miria, which is the highest floor you have visited?”
“Only first floor, she says.”
“Well, 8th floor may be difficult for you but the monsters there are aquatic, so you shouldn’t face any trouble due to your Diver job.”

We start hunting on 8th floor.
It took three spells to take out a Collagen Coral Lv8.
I adjust bonus points and increase Intelligence so much so that I can almost take monsters out in two spells.

I leave a Collagen Coral, that had already received two of my spells, for Miria.
Steel spear, scimitar or bare hands?
Miria neither has Swordsman job nor Monk.

Miria attacks using spear and easily takes the monster out.
When she attacks it with sword, however, it counterattacks.

As expected, her movement is not on Roxanne’s level.
That’s a relief.
I would cry if it were standard for beastkin.
When Miria tries to attack it with bare hands, she receives an attack.

“Are you alright?”
“xxxxxxxxxx”
“Yes.”

I apply Plating and cast two Treats.
Miria receives one more attack before taking out the Collagen Coral.
When I open Party Job Settings interface, Miria had Monk Lv1 and Swordsman Lv1 jobs.

“How were the attacks of the monsters?”
“She says that it was alright.”
“Can you fight against monsters other than aquatic?”
“Yes.”

Miria replies energetically.
She seems sufficiently motivated.
I’m glad.

We move to 8th floor of Quratar’s labyrinth and fight against a

Needle Wood Lv8.
I ask her to use sword again. While attacking, she receives an attack again.
I cast Treat and apply Plating again.

“How was it?”
“Although it’s more difficult than Collagen Coral, she says that she can fight.”
“Okay. So, do we advance through 9th, 10th and 11th floors? The number of attacks required to take monsters out increases by one with every floor. Or do we jump to 12th floor and have Miria stay in the rear?”

I was not sure myself, so I ask the three for their opinion.

It will be safer if monsters can be taken out in one hit.
Receiving attacks from monsters is desired the least.
I don’t want Miria to suffer pain.
However, even if we enter lower floors, it won’t be 100% safe.
It won’t be funny if she receives attacks during this experiment of mine and dies.

I take the gamble and move to 12th floor.
Even if you’re in the rear, it’s not entirely safe for you are in labyrinth.
There’s a possibility of stray magic coming your way.
On the contrary, if I have her observe 12th floor, she may grow more quickly.

“In my opinion, we should have advanced through the floors in order. Receiving attacks is not a big deal. In labyrinth, there’s always risk of receiving attacks.”

Roxanne opines.
To someone like Roxanne, it may really not be a big deal.

“Advancing through the floors in order is indeed better from safety viewpoint. It’s not like we are going to receive attacks intentionally.”

Sherry is rational as ever.
It will be nice if Miria is rational too.

“xxxxxxxxxx”

“xxxxxxxxxx”
“Miria says that she agrees with what sister said.”

Are you sure Roxanne didn’t force you to say that?
Oh well, if she says that she’s fine with it, so be it.
Due to popular opinion, we decide to advance through the floors in order.

We move to 9th floor of Quratar’s labyrinth and then proceed to 10th.
I take out all monsters but one and leave that one for Miria to take out.
Whenever Miria receives an attack, I finish it off myself.
Because she has already acquired Swordsman and Monk jobs, there’s no need to overdo it.

“Are you okay?”
“Okay.”

She answers when I ask her while casting Treat.
She seems to have learned the word ‘okay.’
Miria has been able to endure attacks of monsters up to Green Caterpillar Lv11.

“12th floor will be difficult. Should we proceed?”
“xxxxxxxxxx”
“Okay.”

When Roxanne translates, Miria replies determinedly.
Miria seems to be brave by nature.
It’s a necessary trait to be able to fight in labyrinth.

I wonder if it’s natural for people to be so in a world filled with labyrinths such as this.
No, it’s people such as these who choose to fight in labyrinth.
Had I chosen a beautiful woman instead, I don’t think it would have been the same.
There’s a possibility that Miria is saying so superficially because she’s our party member.

“Well then, we’ll now move on to 12th floor of Haruba’s labyrinth. You

will not actively take part in fighting. For now, just try to get a hang of it. Poke your spear from the distance if you find an opportunity. You will be in the rear while Sherry will take your place in the front for the time being."

Having advanced through prior floors, she has now leveled up to Diver Lv3.
12th floor won't be a problem as long as she doesn't get killed in one hit.

We move to 12th floor of Haruba's labyrinth.
We start hunting in usual manner.
Miria is observing from the rear.
Like I thought, there's no problem in having her observe from the back.

Because I can take monsters out in four wind type spells, battles don't take long to end.
Ranged attacks appear sporadically but Roxanne takes care of those.

Over the course of morning, Miria's Diver job has leveled up to Lv5.
Because she's low level, the pace of her leveling up is quick.
If this keeps up, she'll soon be able to hold her own.

We finish hunting and head to Quratar's adventurers guild.
To buy ingredients for breakfast.

I was afraid as to what would happen at the fishmonger but Miria passes it by normally.
She's no longer insisting on eating fish.

Because she said earlier that she wants fish every ten days, is that why?

"The fish doesn't seem to be fresh."

While I was pondering over it, Roxanne whispers in my ear.
I see.
It's probably leftover stock.
Did they really put unsold fish from yesterday on stall?
That's bad for business.

“Does Miria want to make something?”
“xxxxxxxxxx”
“xxxxxxxxxx”
“Roasted meat. I’ll help her out, so it’ll be alright.”

There really won’t be any fish today.
If Roxanne will be cooking with her, it’ll be fine.

“Then I’ll make soup.”
“Would you like to add egg to the soup?”
“Egg? Okay.”

It seems to be Sherry’s turn to make soup today.
After buying egg, bread and other food ingredients, we return home.
I’ll make something else then.

I first take egg yolk and add some vinegar into it.
I bend a wire to blend it.
After that, I add some olive oil to the mixture.
Because I don’t know the exact quantity of the oil to be added, I add it little by little.

I keep whipping it until it thickens.
I whip it.
And whip it.
Until it’s ready. Mayonnaise, that is.

“Here.”

I pass egg white to Sherry.

“I understand that this is egg white but what is that thing?”
“It’s seasoning. We will make fish for Miria in the evening after tomorrow. It makes fish delicious.”
“Ooooh”

Miria looks at me with shocked eyes.
She seems to have understood that we are talking about fish even without Roxanne translating it.

“You seem to be doing well in labyrinth, so this is your reward.”
“xxxxxxxxxx”

“Tasty, desu.”

She hasn’t eaten it yet but she’s already calling it ‘tasty.’

“It’s reward. Reward.”
“Reward, desu.”

Miria repeats it after me.
As for the meaning of the word ‘reward,’ I’ll teach that to her later tonight.
I’ll teach her the essence of the word.
I put the lid on mayonnaise.

“Don’t eat it just yet or it’ll upset your stomach. Also, don’t take it out with bare hands.”

I leave with that note.
There’s a chance for raw egg to contain salmonella.
It is, therefore, suggested not to eat raw eggs.
Because there’s vinegar and olive oil in mayonnaise, however, it’ll die out in about a day.

Apparently, Miria can make dishes other than fish.
It’s delicious.

I continue hunting after breakfast and then head to the Imperial capital in the evening.
To buy negligee for Miria.
Negligee here is made of thin, translucent fabric.
I wasn’t able to buy one yesterday.

We have already spent a night together, so she won’t be shy about it.
Miria is choosing her negligee with Roxanne and Sherry.
The three of them are making too much noise.

It will obviously take time.
I have made a mistake.
I should have done it before buying fish.
She would have immediately finished shopping had that been the case.

“Do you sell palace maid outfits?”

Because there was no end to waiting in sight, I start conversation with an attendant.
It’s better to ask that from a male than a female.
Miria doesn’t have any maid outfit.

“You can have it tailored. You just have to choose fabric and we will get it ready in ten days.”
“Really?

That’s great.
It seems to be in demand.

“Ordinary fabric will cost you 3,000 Nar. Silk-blend fabric will cost you 6,000 Nar. If you opt for pure-silk fabric, it’ll cost you 10,000 Nar. It’s incredibly soft and has the best texture.”

He leads me to the fabric section.
I touch the pure-silk fabric which he shows to me.
So smooth. So soft.
I imagine embracing Roxanne, Sherry and Miria wrapped in this fabric.

Damn!
This man knows exactly why I want maid outfit.
It was a mistake to have asked this from a male.

“This time, I intend to have only one outfit tailored, so I would like to go with ordinary fabric.”

I can’t have only Miria wearing outfit made of pure silk.
I ask him for ordinary fabric which costs 3,000 Nar.
The maid outfit which I bought from the slave merchant costed me 4,000 Nar.
If I eliminate his profit margin, it’ll be same as this ordinary one.

In other words, he charged a profit of 1,000 Nar!
That’s too much!
But it’s too late now.

Miria finishes choosing her negligee.

It’s blue. Same color as her hair.

“Well, I’ll take measurements then.”
“It’s for her.”
“Very well.”

I send Miria to a female attendant.

“You both received your outfits from the slave merchant in Vale but there’s no outfit for Miria, so I’m having one tailored for her.”

I explain to Roxanne while enjoying the spectacle of Miria giving her measurements.
They may think that Miria is receiving special treatment, so I explain it to them.

“Indeed. Miria is the only one who doesn’t have any.”

Replies Roxanne.
Are you okay with it?
I let out a sigh of relief.
If you have a harem, you need to take care of everyone.

“Thank you very much.”

Miria comes back after giving her measurements and expresses her gratitude after hearing from Roxanne as to what was it about.
She’s not as happy about clothes as she tends to be about fish.
Or perhaps she’s not happy about maid outfit?

“How would you like to pay? You can make advance payment either in full or half.”
“I’ll pay in full together with this.”

So there’s an option to pay latter half when the outfit is ready?
If I pay later, I’m not sure if 30% discount will work at that time.
At this time, however, 30% discount is effective for I have bought a negligee as well.
I pay for the maid outfit fully in advance.

“I heard from grandfather that you can pay in advance if you are going to have your clothes tailored.”

Sherry remarks at dinner.

“You heard from your grandfather?”
“To pay fully in advance is a token of trust.”
“Ah, I see.”

There’s a risk of merchant running away with your money if you pay in advance.
But there’s no such risk here for the store is in prime location of the Imperial capital.
On the contrary, it is I who may die in labyrinth.
So my paying fully in advance can be taken as an expression of trust.

“As expected of master. xxxxxxxxxx”
“M-Miria, do you like any dish other than fish?”

When Roxanne translates it, Miria’s expression turns respectful, so I try to change the topic.
What did she translate it to?
For some reason, I feel it’s not right to leave the matter of her education to Roxanne.
By the way, Miria properly made stir-fried food for dinner.

“She seems to like only fish.”
“I guess.”
“She also ate crabs and shrimps when she used to fish.”

There are crabs and shrimps in this world?
I have yet to see one.
They’re probably sold in areas near the sea.

“What about shellfish?”
“I don’t think there exists a person who doesn’t like shellfish.”
“Really?”

While Roxanne was translating it, I ask Sherry.

“Umm… normal shellfish can’t be eaten. Only shellfish that are dropped by monsters can be eaten.”
“I-I see.”

Really?
It’s my first time hearing this.
I haven’t seen shellfish anywhere.

“Shellfish is truly delicious. However, it’s in short supply, so it’s quite expensive. For this reason, common people eat it only on holidays or special occasions.”

In this world, holiday is the first day of a 90-days-long season.
So they eat special food on special days?

“Miria has yet to eat one. I ate clam once. It was delicious.”

What Roxanne ate was clam.
I wonder if it really is delicious.

“Clam huh? Is it sold at the fishmonger?”
“Umm… sorry. It wasn’t my intention when I said that.”
“Yes, I know.”
“Also, Miria says that she has eaten enough fish for now.”

Miria might have said that.
But I’m sure that it didn’t come from her heart.

Chapter 87 - Clam Chowder

When I wake up in the morning, Miria greets me.
I somehow feel unusually refreshed upon waking up.
It's best to go to sleep after getting pleasurably tired.
Once you've got a good night's sleep, you would feel pleasantly refreshed.

I never felt tired with Roxanne and Sherry.
Now that they have increased to three, with the addition of Miria, I feel slightly fatigued.
However, this doesn't mean in any way that I have expended my all.
If push comes to shove, I have Sex Maniac.
I'm quite surprised at my own vigor, actually.

After kissing Miria in the last, I get up from bed.
She's still clumsy at kissing but it feels good in its own way.
The way Roxanne aggressively squirms her tongue in my mouth feels better, so does the way Sherry gently entwines her tongue with mine.
I'm lucky to be able to enjoy three varieties.

After changing into our equipment, we move to 12th floor of Haruba's labyrinth.

"Because we have already advanced through the floors in order, Miria should be familiar now. Try to fight in the frontline. Don't overdo it however."

I pull a copper spear out and hand it to Miria.
She's Diver Lv10 now.
Because her level has hit two digits, I can afford to have her up front.

Three of them line up in the front.
Roxanne positions herself in the centre with Sherry and Miria on her left and right respectively.
With this formation, we start hunting.

I can take monsters out on 12th floor of Haruba's labyrinth in four spells.
Battles on this floor are not lengthy.
I can take the monster out before it's able to attack Miria successively.

I continue to hunt and observe her state.
She seems to be doing fine.
Miria has yet to receive an attack.

Ironically, It was I who receives first attack of the day.
When I swing Durandal, I receive body slam from a Grass Bee.
When I use Durandal, it becomes dogfight. Consequently, the battle lengthens, so I can't help but receive attacks.
This is the excuse I have come up with.

Plating is indispensable for Miria.
Therefore, I can't remove Alchemist.
Because I have other skills at my disposal, I decide to remove Warrior.
Without Rush, it takes four normal strikes which requires time.

Before long, it becomes easy to take a Grass Bee out in four strikes of Durandal.
Miria leveling up being the reason.

In the beginning, it used to take about five strikes due to missed hits.
However, I can consistently take them out in four strikes now.
I can't become strong overnight.
It takes time. One step at a time.
Coincidentally, the more Miria is leveling up, the more I'm becoming strong.

Miria's Diver job has an effect 'Small Increase in Strength.'
Job effects seem to be shared by all party members after all.
'Small Increase in Strength' effect of Diver job is definitely being shared by the party. The extent of increase depends on Miria's level.
Apparently, if all party members are high level and one low level member joins the party, they can fight without any trouble.

First experiment is over. Time for second.

Although I'm a little apprehensive, I change Miria's job to Villager Lv5.
I send Miria to the rear. It now takes five strikes of Durandal to take a Grass Bee out.
So it was thanks to Miria's Diver job that I was able to take monsters out in four strikes.

By the way, when I fight using Durandal, I join Roxanne in the front.
Miria connects with her spear from the back.
Depending on the number of monsters, Sherry switches between the frontline and the backline.

When I'm in the front, fights take longer to end compared to when Miria is in the front.
It can't be helped, however, for I receive attacks from monsters.
Never before had I thought as to why people in the front take longer.

Today, Roxanne receives an attack as well.
When you're in the centre of the frontline, you're exposed to most of the attacks.
In other words, I shouldn't even think about taking central position in the front.

There's no other option.
Nothing can be done about it.
She has to bear with the attacks.

I receive another attack. This time, from an NT Ant.
I return the favor with Durandal and take it out.
When Grass Bee, Mino and NT Ant appear together, we take out the NT Ant first.
Reason being, it can use poison attacks. Also, I can take it out in two strikes.

NT Ants appear together with other monsters.
So I can't help but receive attacks.
I don't receive attacks, however, when I fight one-on-one.
I believe so, at least.

After taking out NT Ant, I rush toward Grass Bee.
The ant turns into smoke and dissipates.

Oh
What remained in its place was not poison sting but a white card.
A monster card.

Monster Card | Ant

Ant Monster Card?
While glancing at it, I take two Grass Bees out.
I didn't receive any attack from the Grass Bees.
I could afford to take my eyes off them because Roxanne was there to hold them off.

I receive the monster card from Sherry.

"What skill does Ant Monster Card give?"
"If fused with an armor, it gives Poison Resistance skill. If fused with a weapon, it gives Poison Fang skill."
"Poison skills huh? Well, I intend to use Kobold Monster Card with Rabbit Monster Card. Should I use Ant Monster Card as is?"
"You can have it fused with your armor. It'll give you protection against poison attacks. When you upgrade your armor, you can just resell it for good price."

Should I attach the skill to my armor then?
It's understandable because I'm the one who receives attacks from monsters the most.
Thus far, I'm the only one who has been inflicted with poison.

"Should I fuse it with my leather cap? Or should I buy new hard leather gloves?"
"The better the equipment, the higher the profit margin upon reselling it."

I see.
You should have told me so before attaching Water Resistance skill to leather mittens.
I would have bought better equipment at that time.

Perhaps Sherry was not confident that she would be successful?
If you use expensive equipment, you have to succeed.
If you don't think you can succeed, you should better use either that

equipment which you can remake or cheap equipment.

Because she is confident now, is that why she's recommending me to fuse it with better equipment?
It's natural to be confident if you succeed consecutively without failing even once.
I must do my part, so that she doesn't lose this confidence of hers.

We finish hunting and move to Quratar's adventurers guild.
It's still too early for the armor shop to open.
I head to the fishmonger.
Miria comes right by my side.

There was a fish which she was staring at intently.
I wonder if it's a quality fish.
She doesn't say anything however.

I have already announced that there will be fish for tomorrow's dinner.
So it's probably enough for her.
It's serving as her restraint.

"Do you sell clams?"
"Of course."
"I would like to buy two."

I speak with the old man explorer and receive two clams.
It doesn't have shell.
It looks like a shellfish without shell.
When I use Appraisal, it says clam.

I try to put it in my Item Box.
As expected, it's a dropped item.
It goes into the Item Box without any problem.

It's small however.
It really is 'small,' not 'not big.'

"Thank you very much."
"Can I have two more?"
"Certainly."

Freshwater clams are not this small.
It might be oriental clam.
Whatever, it's clam nonetheless.
If larger ones are not available, I'll just get more.

"Thank you very much. Four clams will be 896 Nar."

I pay the amount to the merchant.
It's pretty expensive.
If you compare it with the prices of eggs and vegetables, it's quite high.

Because it's a dropped item, most likely.
If it were cheap as kobold salt, no one would bother selling it.

In respect of serving per person, prices of meat and fish are about same.
Clam, however, seems expensive.
No wonder it's eaten only on special occasions.

"Are you sure about this?"

When we leave the fishmonger, Roxanne asks.

"I'll make soup this morning, so I bought extra."
"Okay, I understand."

When Roxanne translates it to Miria, she looks at me wide-eyed.
I'm still not sure if Roxanne translates my words accurately.
After buying bread and vegetables, we return home.

First, I add a little wine to water and simmer the clams.
In case of shellfish, you keep the pot open. Because it's clams, however, I don't know the time it'll take to boil.
If I leave it for long, it may get overcooked.

After that, I dice vegetables and ham, and stir-fry it. Next, I make white roux.
I take the clams out from the pot and add it, along with stir-fried vegetables and ham, to white roux.
I then heat it up to slightly below the boiling point. It's ready. Clam chowder, that is.

I take the pot off fire and put it on dining table.

“xxxxxxxxxx”
“Miria says that it’s her first time eating clams.”

Oh, so she was watching me when I was cooking?
The surprise has been spoiled.

“Although there are clams, it’s basically soup.”

One clam with some soup for each of us.
I wonder if the soup is failure.
It can’t be. No ingredient is missing if I remember correctly.
Smell wafting from the soup is great, at least.

I taste it to confirm.
Oh
Delicious!
It’s a success.

I pick the dark clam up from the thick soup.
The clam is chewy and rich in flavor.

So delicious!
It was worth every Nar.
How can it be so delicious?

And whats with this amazing smell?
I know it’s awkward saying that about something I made myself.

“Master, it’s really delicious.”
“It’s by far the best clam I have eaten.”
“Tasty, desu.”

I receive positive feedback from the three.
I wonder if I’m master or mistress.

I should make it again sometime but not so often or they’ll get used to this luxury.
It’ll be troublesome.

After breakfast, I visit the armor shop by myself.
I buy a hard leather cap and hard leather gloves.

There’s hard leather headband too but it seems to be an accessory for females.
Because Roxanne isn’t here, I get done with it in no time.

After returning home, I pass hard leather cap and Ant Monster Card to Sherry.
Sherry takes a deep breath and fuses the monster card successfully.

Poison Resistant Hard Leather Cap | Head Equipment
Skills: Poison Resistance | Empty

“Oh, I did it.”
“Well done, Sherry.”
“Amazing, desu.”

Miria leans forward.
Now that I think about it, Miria must have seen Sherry doing this for the first time.

“As expected of Sherry.”
“xxxxxxxxxx”
“Miria says that everyone in this party is so amazing.”

She looks at Sherry with eyes full of respect.
If you work hard, you deserve appreciation.
Roxanne isn’t the only amazing one in this party.

Kaga Michio | Male | 17 years old
Explorer Lv37 | Hero Lv34 | Wizard Lv36 | Alchemist Lv31 | Monk Lv35
Equipment: Rod of Offerings | Poison Resistant Hard Leather Cap | Leather Armor | Hard Leather Gloves | Leather Shoes | Sacrificial Misanga

Roxanne | Female | 16 years old
Beast Warrior Lv26
Equipment: Scimitar | Iron Shield | Leather Cap | Hard Leather Jacket | Leather Gloves | Leather Shoes | Sacrificial Misanga

Sherry | Female | 16 years old
Master Smith Lv24
Equipment: Steel Spear | Leather Cap | Chainmail | Waterproof

Leather Mittens | Leather Shoes

Miria | Female | 15 years old
Diver Lv12
Equipment: Copper Spear | Leather Cap | Chainmail | Leather Gloves | Leather Shoes

We put our equipment on and move to 12th floor of Haruba's labyrinth.
Because I can't afford to test Poison Resistance skill, I fight in usual manner.
Should I try to deliberately receive a poison attack?
Nope.

I don't mind receiving antidote mouth-to-mouth from a party member however.
Okay, I'm ready.
When I want to receive attack, no one is attacking me.

This time, it's Miria who receives the attack.
It's a group a four Grass Bees.
I take all four of them out in four Breeze Storms.
I apply plating and cast four Heals.

"Are you okay?"
"Yes."

It looked like there was quite an impact but her face doesn't suggest so.
So, is she really okay?
Her Diver job has leveled up to Lv15.

"I'll give her wooden shield now. She'll be in the frontline with you, Roxanne. Tell her not to overexert herself however."
"Understood."

Roxanne translates it.
I take copper spear back and pass wooden shield to her.
Miria pulls out the dagger on her waist.

Under Roxanne's guidance, we encounter a group of three Grass Bees and a Mino.

“Miria, stay back until the monster approaches.”

When I shot first Breeze Storm, Miria lost her footing.

“Here it comes.”

Right after Roxanne says this, one of the Grass Bees shoots a needle.
It’s better to have Roxanne take on this ranged attack.
After Roxanne deflects the needle with her shield, I launch second wind spell.
After I shoot third Breeze Storm, Sherry and Miria step forward.

One of the Grass Bees tries to shoot another ranged attack but it was too late.
Sherry and Roxanne take on a Grass Bee each. Miria takes on the Mino.
It’s one-on-one now.
Sherry thrusts her spear into the Grass Bee.
Roxanne slashes with her scimitar while Miria waves her dagger.
Miria parries the Mino’s ram with her wooden shield.
I launch fourth Breeze Storm.
Bees collapse one after the other.

Miria seems to be able to fight in the front just fine.
Once she gets accustomed to this role, it’ll be great.

Chapter 88 - Fish Fry

“Do you need olive oil?”

Asks Roxanne.
Before we were done with hunting for the day, we move to 6th floor of Vale’s labyrinth. Reason being, there are Naive Olives on this floor.

“Just a little.”

We hunt Naive Olives until one slot of my Item Box was completely filled with olive oil.
We finish hunting and move to Quratar’s adventurers guild.
Miria is excited and walks ahead of us.
Today is the day for the promised fish.

“Fish~ fish~ fish~ desu.”

It’s obvious that she hasn’t forgotten.
We make a beeline for the fishmonger.
There are other things I want to buy but it’s not possible to buy anything before buying fish.

“Is there any good fish?”
“xxxxxxxxxx”
“Rock sole, she says.”

The moment Roxanne translates my question, Miria immediately points her finger at one.

“You have a keen eye for fish. This pseudo-trout was caught just now. It’s fresh and its meat is excellent. It tastes best when roasted or stewed.”

Rock sole is called pseudo-trout?
Well, it does resemble trout.
Its size is about 20 centimeters.
Just the right size.

“Four pseudo-trouts then.”
“Thank you for your patronage.”
“Here are four pseudo-trouts for a special price of 28 Nar.”

So one fish is priced at 10 Nar?
It’s not that expensive.
Compared to clams, especially.

I pay the amount to the merchant while Miria receives the fish.
The old man explorer wraps the fish in papyrus and hands it to Miria.
Carrying four fish is supposed to be difficult, it seems.
Well, if she wants to do it, there’s no reason to refuse.

“I’ll be making fish for Miria. Is there something you want to make, Roxanne, Sherry?”
“Very well. Sherry, would you like to make soup?”
“Alright, I’ll make soup then.”

I buy other ingredients like bread, eggs and vegetables.
We visit the hardware seller, who had been looking after our house before we rented it, and buy a pot.

“Miria, is there any utensil that you want for cooking?”
“This pan is good.”

Roxanne translates.
Miria points to a pan with shallow base. It looks just like paella pan.
Handles are attached to both sides.
We indeed don’t have such a pan in our house.

“This?”
“With this pan, she says that she can make delicious fish cuisine.”

Fish again huh?
I had to go for 30% discount anyway.
This pan would do the job.
After buying the pot with lid, which I chose, and the pan with shallow base, which Miria chose, we return home.

“Miria, can you fillet the fish?”

I ask her in the kitchen.

Miria gets down to it without needing Roxanne to translate what I said.
I knew it. She understands all those Brahim words which have even slightest relation with fish.

I leave an egg to boil.
Fish has been filleted already.
Miria brings filleted fish on chopping board.

“Yes, desu.”
“It’s done already?”
“Done, desu.”

I receive fillets from Miria.
There are eight slices.
They have been carefully skinned.
It looks tasty already.

“Can you please squeeze these lemons?”
“Yes, desu.”

Once again, she gets down to it without needing Roxanne to translate.
I add chopped vegetables, mayonnaise and lemon juice to the pot, and crush the boiled egg.
It’s ready. Tartar sauce, that is.

“Now finely crush this bread. Like this.”

I pick the bread up in front of Miria and Roxanne who’s translating.

“It’s called bread crumbs.”
“Bread crumbs?”
“Because I don’t have cheese, I’ll use this as substitute.”
“I-I’ll translate it to Miria.”

Why is she making such a sad face?
She translates it to Miria and runs away.

I add some olive oil to the new pan and heat it.
I dredge the slices – which I had already seasoned with salt and pepper – in flour, beaten eggs and bread crumbs, and fry it in the

pan.
After pouring some tartar sauce over it, fish fry is ready to be served.
Now that it's ready, I'll have the girls know that it wasn't a substitute for cheese.

This recipe involves very few steps, so the chance of failure is low.
Judging from the look, too, there doesn't seem to be any problem.
Miria is staring at it with watered mouth.
I hope it's a success.

The moment the dinner starts, Miria digs into the fish fry.
When she stuffs her mouth with the fish, her eyes open wide.

"T-T-T-Tasty, desu!"

She seems to like it.
I try to eat mine.
It's indeed delicious.
The sour taste of tartar sauce is mingling quite well with the taste of the fish.

"It's delicious. I have never eaten such a dish."
"Neither have I."
"It's one of the fish recipes I know."
"As expected of Master."

Roxanne and Sherry seem to like it just as well.
Miria looks depressed after having downed two slices.
Each slice was enough in its own right.

"Here, have mine."
"Thank you very much, desu."

The moment I divide my slice, Miria snatches it.
Miria snatches half of Sherry's and Roxanne's as well.
Sharing food helps in developing better relationship.

Fish fry doesn't seem to exist in this world. I can make it however.
Caught up in the moment, I make tonkatsu next morning.
Although eating meat for breakfast is not a good habit, I get to eat only two meals a day in this world, so it's not an issue.

It has been quite long since I last ate tonkatsu. (TN: Tonkatsu https://en.wikipedia.org/wiki/Tonkatsu)
Although pork meat can easily be acquired on 13th floor of Tare's labyrinth, it's delicious.
Although there's no sauce here, it's delicious.
It kind of reminds me of Japan.

"Isn't it strange?"

Roxanne says when we resume our morning hunt.

"What is?"
"There's a person ahead. At such a time as this no less. This person was there yesterday at the same location and the day before yesterday as well."

It's indeed strange for someone to be at the same location in the labyrinth everyday.
Well, I too hunt at the same location for quite an extended period of time.

"Is it perhaps a monster that smells like human?"
"I haven't heard of such a monster. So far, I have been avoiding that location because I was supposed to stay clear of places with people."

Because I use magic spells, I instruct Roxanne to avoid crowded places.
When there are people waiting next to boss rooms, we avoid boss battles as well.
Because it's a bad idea.

Few days have passed since we advanced to 12th floor.
Since I can take out the monsters here in four spells, hunting has been smooth thus far.
Because we can't see anyone around, that person must be on the far end.

"Now that I think about it, I have heard such a thing."
"Do you know something, Sherry?"
"Thieves set up ambush in those labyrinths where not many people

are found, like this one. I'm sorry that I forgot about it because I heard it way back when I was a kid."

Thieves?
Is that really so?

"Not many people?"
"Many people enter Quratar's labyrinth, so it's not best to set up ambush there. An ambush will be effective in labyrinths, such as this one, where not many people are found."

There are three labyrinths in the Harz duchy.
I was asked of by the Duke because they were short of capable people.
Knights and explorers in the territory must have been divided in three groups.
So the people per labyrinth are naturally less.

"But why here, on 12th floor?"
"Monsters on 12th floor are a lot stronger than monsters on first eleven floors, so people upgrade their equipment."
"To rob equipment?"
"Indeed. Those who advance to 12th floor, albeit barely, can be classified as intermediate. Thieves can overpower them with enough numbers. Even if they possess better equipment themselves, intermediate equipment can be sold for good sum."

So, is this why they set up ambush on 12th floor?
Sherry's explanation sounds rational.
So there's a possibility of getting ambushed by thieves on 12th floor?

"Should we wait until he's gone?"
"If he's here at this time, you can safely assume that he'll be here all day. And there are less people at this time because it's quite early in the morning. It's a good opportunity to break through."

Roxanne is brave as ever.
Haruba's labyrinth is in the north of Quratar's labyrinth.
It must already be day here but I opt to remain silent
Because if I say that, I'll have to explain that the world is spherical.

“We should ask the order of knights for help.”

We have another option. Reporting it to Gozer, that is.
But we don’t have any evidence. I can’t say that there is someone who seems to be thief.
That thief must have entered through the entrance but he was not caught there.
Even if I use Appraisal, I can’t present that fact as evidence.

If I kill this thief and collect the bounty, his companions might come looking for me.
That’ll be bad.
Killing him is no good.

Also, if I try to claim bounty, I’ll need to have my Intelligence Card verified.
Gozer and the order of knights believe that I’m an adventurer.
I can’t have them see my Intelligence Card because I’m an explorer.
So approaching Gozer is no good either?

“I don’t think the order of knights will help anyone other than the Duke and his family.”

Sherry advises against asking the order of knights for help.

“They won’t?”
“Protecting us is not their duty.”
“Because Master is a free person.”

Roxanne supports Sherry.

“I see.”
“It does seem difficult.”
“Free people are supposed to protect themselves. That way, they can preserve their privileges as a free person. If a free person requests protection, they lose their rights as a free person. Asking for protection is not the best idea.”

Sherry explains further.
I don’t quite understand this but it seems to be a bad idea.
What I do understand is, there’s no such thing as police in this world.

Protect myself?
I have to protect myself?
Isn't that my right? Isn't that their duty?
It's not like I can't ask for protection.
However, it's not free.
I'll have to pay the price.
Instead of asking for protection, can't I just have them listen to me?

Because I'm a free person, I'm supposed to protect myself.
Therefore, even if I say something in this regard, will they listen to me?
After all, I'm supposed to protect myself.

"Is that so?"
"Therefore, we should break through on our own."

So Sherry is brave as well?
Is this attitude rational in this world?

"xxxxxxxxxx"
"Okay."

When Roxanne translates our discussion to Miria, she nods as well.
I'm not sure anymore what's right and what's not.

"It'll be alright. There's only one thief. And we are not that weak either."
"I think so too. Thieves set up ambush with the strength of normal parties in mind. On 12th floor, parties normally take considerable time to take even one monster out. We, on the other hand, take monsters out a lot quicker. Miria and I may be weak links of the party but against a thief, we'll do just fine."

When Sherry says the same thing as Roxanne, it begins to sound rational.
Should we break through on our own then?
It seems normal course of action in this world, at least.

I killed thieves in the very first village I appeared in. I also killed thieves to fund Roxanne's purchase.
But this doesn't mean that I want to make it my profession.

Besides, I don't want to put Roxanne, Sherry and Miria in danger.

If it's one-on-one, however, I can't imagine Roxanne finding herself in trouble.
Sherry has leveled up quite a bit, so she can hold her own against low level thieves.
My concern is Miria who has only recently joined our party.

Well, we don't even know yet if he's actually a thief.
He may be someone who happened to be at the same location for three days straight.
We have to confirm first.

I can use Appraisal.
I can identify immediately if he's thief or not.
With Roxanne's nose, Miria's eyes and my Appraisal, we don't have to be worried about surprise element.
If his level is too high for us, we'll just run away.

"Miria, are you fine with it?"
"xxxxxxxxxx"
"Yes."

When Roxanne translates, Miria nods.
Is it really alright to confront this thief?
These three seem to be brave enough to do it, at least.

"Okay then, I'll go ahead. If I raise my right hand with sword, it's the signal to attack. If I raise my left hand, it's the signal to retreat."

I decide on the signal to retreat if something goes wrong.
I pull Durandal out and head to the location.
It would have been easy if I could use Meteor Crash.
For better or worse, however, area of effect attacks seem to inflict damage only upon monsters.

I prowl through the cave cautiously.
So as not to alert him.

"I'm sorry. There seems to be a hidden room. Earlier, I thought that there was just one. However, if the smell is from the other side of the door, there may be more than one."

Roxanne apologizes.
There’s no one visible to the end of the cave.
The thief seems to be on the other side. Furthermore, not just one.
I can’t use Appraisal from here.

I can’t even go to Gozer like this.
I must confirm that they’re thieves.
It’ll be better if they’re some distance away from the door.

“Everyone, behind me. Roxanne, you take the rearmost position.”

With Durandal in my hands, I lead from the front.
In labyrinth, it’s not unusual to hold weapon.

I walk to the end of the cave.
The door slides with rumbling sound.
The door sets down, making way to a small room.
There were six thieves inside.

Chapter 89 - Subjugation.

In the small room in the labyrinth, there are six thieves.
Their levels aren't too high.
Four of them in their 10's, and two in their 20's.

Can a party like this make it to the 12th floor without being attacked?
I don't think so at all.
The maximum party size is six, so it would be six vs six it there were six opponents.
It would work out to one vs one fights.

Even if they catch me by surprise, I should be able to slaughter them all.
If I counter-attacked desperately, the difference of two people shouldn't be bad.
Then I can take my time looting.

If I'm cornered, I could probably get out of it with reckless violence.
The thieves are a cool headed bunch, that lay in weight to attack someone in the labyrinth.
I don't think these six could rob people on their own.

Is their attack power divided? Do they have more members somewhere else?
They probably aren't ready since it's early morning.
They've already lost the chance to make a surprise attack.

"xxxxxxxxx"
"?"

A thief says something, but I don't understand since it isn't in the brahim language.
When I look confused, a Lv28 thief approaches me.

"Good morning. The boss room is through there. We are going in after we take a little rest."

He gestures for us to pass on his left.
He is the one with the highest level among the six thieves.
He seems to be able to speak Brahim.

I watch, and enter the room.
The thieves split up.

Oh crap.
It looks like a move they've trained at beforehand.
The thieves move quickly, and spread through the room.

We weren't really surrounded.
It was more of a cautious distant circle.
They can't tell me not to be cautious, because they are doing the same.

It's difficult to quickly kill the thieves.
It would be a fight with unnatural movements.

What will happen if a fight starts?
Their level is low, and I can probably kill two of them straight away.
I'm not sure about a third person.
By the fourth person, it would be impossible to catch them off guard.

If I fight in this room, Sherry and Miria might also be drawn into a one vs one, as well as Roxanne.
I don't think that I'll lose, but I can't say for certain that I'll win without losses.
I should avoid danger as much as possible.
Can you hear what the thieves are saying quietly.

"Thank you."

We moved left where the thief gestured.
Thieves were standing in positions to block the other passageways.
They don't show an appearance like they are about to attack.

I see.

I understand the thieves strategy.
Of the three directions, aside from the way we entered, one must lead to the boss room like the thief said.

Otherwise there would be no point in putting a trap here.
There are probably more thieves waiting in one of the directions.

It's a good strategy.
Even if there are six thieves waiting in this room, without [Analyze] you would just think it was a regular party taking a rest.
If strong people come, and they don't think they can win, they just have to let them past to the boss room.
If someone who seems weak comes, they guide them into the trap.

Did they decide that I was strong? Or easy prey?
Should I have let Sherry & Miria wear misanga's in a flashy way?

When I pass by the thieves at a distance, they look behind me.
They are smiling in a vulgar way.
Are they aiming for the women?

I want to punish them, but I shouldn't make my move here.
Maybe I don't seem like an easy mark.

The door opened, and we went into the cave to the left.
There's nobody.
The cave just continues forwards.

"…they should die."

Were the thieves only looking at Roxanne and Miria's chests?
I agree with Sherry.

"There are three or four people around the bend."

Roxanne at the back, catches up to me with quick steps and reports in a whisper.
Sherry, be pleased.
I will destroy them.

Is it a pincer attack from the back and the front?
It's a good strategy for a thief.

They seem to have decided that we are an easy mark.
Maybe they were just blinded with greed looking at Roxanne's chest.
It's like scattering bait.

“They are thieves. Fighting them is inevitable. Roxanne, the front. Sherry, the back. Cover Miria, keep her behind Roxanne. I will fight the thieves, you give priority to defense. I’ll move around freely, don’t try and keep up with me.”

I take the copper spear from the item box, and exchange it with Miria’s wooden shield.
The spear should be good against thieves.
I’m glad I kept it in case it was useful.

We moved on to the bend.
Roxanne shakes her head a little.
The thieves seem to be a little further on.

I went around the bend.
There are four people at the edge of the cave.
Bandit Lv24| Pirate Lv67| Thief Lv48| Explorer Lv42

All of them are very high level.
Especially the pirate, he’s amazing.
Bandit, it’s the first time I’ve seen one.
Is he their main fighting force?

It would be annoying if we are caught up to from behind, so we advance at a jog.
Four people spread to block the cave.
Three in the front, and the bandit Lv24 behind them.
Is the bandit their leader?

“Did you think there was a boss?”
“Sorry, but it’s us thieves.”
“xxxxxxxxx”

The men ahead make jokes.
One person doesn’t speak brahim, so I’m not sure what he said.
Because Roxanne doesn’t react, it probably doesn’t matter anyway.

As for the explorer, was he threatened or join them unwillingly?
He might just be corrupt as well.

Thieves behavior is pretty bad.
Even without [Analyze] you could probably tell they are thieves.

If I try and time a surprise attack, it would probably be advantageous.

From the back, the six people from just before have caught up.
The thieves surround our back and front with ten people.

“If you leave the women, we will spare your life.”

I see.
It’s not a surprise attack, so they think there is room for negotiation.
They’ll take less damage if they don’t have to fight.
If you are sandwiched from the back and front, some parties will give up.

But the possibility of thieves letting someone live, and leave, is zero.
I understand that.
It must have been difficult to find this place, and it would be impossible to use again if they let someone go.
But a decision like that is hard to make when you’re surrounded by thieves.

“All of you, drop your weapons.”
“…you can at least go with your life.”

There are ten enemies.
Four of them have a considerably high level.
One party might be an easy victory for them.
Normally.

“One brave man in the complicated puzzling labyrinth.”

I ignore the thieves, and utter an incantation.

“It’s impossible to escape, this cave is coated in cover cement.”

The explorer thinks I’m a fool.
Of course they’d think about that.
When they finally got someone in their pincer, if there was an explorer the party could just escape.

If they use cover cement, [Field walk] can’t be used.
Cover cement must have the same effect against [Dungeon walk].

If so, it would be impossible for a party to escape.

“Dungeon walk.”

I ignore their advice, and say the skill name.
I say [Dungeon walk], but use [Warp] in my head.
A black wall appears.

It is possible to use [Warp], even if there is cover cement.
I rushed into the wall.

“Shit, dungeon walk was supposed to be unusable.”
“xxxxxxxxx”
“It’s just one person that ran away, the women are still here, what a stupid bastard.”
“Who’s a stupid bastard?”

“While hearing Roxanne’s voice, I thrust in with Durandal.”
I was at the back, and stabbed into the bandit Lv24’s neck.
I moved right behind him with [Warp].

From the place I appeared, I had a perfect shot.
Durandal struck right where I wanted it.
In a single blow, the bandit Lv24 falls.
Because of the falling sound, the other thieves notice the situation.

“Shit, what happened?”
“Kill them all!”

It will be hard to fight against everyone at once.
Between Sherry and the six thieves at the back, I made a [Fire wall].

“There’s another one. A wizard is hiding himself somewhere.”
“xxxxxxxxx”

The thieves panicked.
I can’t block the whole cave with the fire wall, but it helps.
Sherry’s spear is waiting to thrust into them.

The main force of three people with high levels head to me.
It’s a good decision.
Because I moved, these three are in a position sandwiched between

us now.
This brings the advantage to us.

It's also convenient.
If they come to me, Miria's danger decreases.
How should I defeat these three now?

Large scale attack magic isn't usable on people.
I can use single target magic on them.
I can't use other magic until the [Fire wall] burns out.
Still, it seems I can use bonus incantations.

The wizard job is out, but the bonus incantation is a different matter.
If I make some distance, I can use the bonus incantation.
If possible, I don't want to use it, but I don't have that luxury.

When the thieves approached, I use [MP full release] towards the man in the center.
The single purpose attack magic from the bonus incantations.

The pirate Lv67 explodes.
The man in the center of the three thieves blew up suddenly.
His equipment is left behind, but he literally exploded.

"Wha…?"

The movement of the men to either side stopped for a second.
The pirate next to them had exploded.
They can't help but stop.

I hold back the feelings that are welling up, and desperately continue.
I can't miss this chance.
I don't want to do anything, my mind is a mess, but I still wield Durandal.
The neck of the thief Lv48 who had stopped for a moment was cut without difficulty.

I can feel my MP getting recovered.
It seems I can absorb MP from people.
I hold back the feelings of wanting to run away, and continue on.

The explorer who was next to the pirate had also stopped moving.
There's spray from the pirates body sticking to the explorer.
He needs a little time to recover his thoughts.

The recovered MP is suppressing the hopeless emotions, and I continue moving my arm.
My sword flies towards the explorers neck.

More MP is recovered.
It's enough for another luxury.
I used [Warp] again.
I came out behind the six thieves.

"You can't escape."

I called out to the thieves from the back.
I open my item box, and take out a strength pill and a restore pill.
I tossed them into my mouth as I took off.
You can't go through a long war without recovery.

"xxxxxxxxx"
"xxxxxxxxx"

The six people try to argue, and charge towards me at once.
Though the [Fire wall] just disappeared, there are three people over there including Roxanne.
Over here there is just one.
Naturally they will try for the exit on this side.

But, it's not a good idea.
They probably haven't thought of it.
There was a [Fire wall] between the six thieves and Sherry until just now.
I use the [Fire wall] again without incantation as the six people come.

The first thief took some awesome damage, and was beheaded by me as he was startled by the fire that appeared behind him.
The second and third thieves ran directly into the [Fire wall].
I've recovered some again, but the MP used might have nearly instantly killed me.
The fourth thief half enters the fire, and then jumps sideways

panicking, and is cut down by me.

The fifth thief only touches it a little, and then jumps backwards.
He falls on his backside.
Is there only one person that got off safely?

“I’ll take you down a bit.”

Roxanne and the others are there.
The safe person turns, and tries to make distance.
I advance forward.
Towards the thief who fell on his backside..

I’m nearly in range, I take a great step forward and aim for the neck of the thief who fell on his backside.
The standing thief stabs at me.

It’s a good idea for the thief.
If my sword wasn’t Durandal.
A normal sword can’t cut off someones head so easily.
When I try to cut the head off, I might get stabbed to death.

But, the sword I am using is Durandal.
I easily cut off the head of the man who fell on his backside, and continue the swing into the side of the man coming to attack me.
He loses his momentum, and I avoid the attack.

I draw the sword back, and then push it into his stomach at full force.
Then I slowly pull it out.
The thief collapses.

“Master!”

Roxanne rushes up.

“Is everyone alright?”
“Yes.”
“Roxanne and Miria, please confirm that there are no thieves who ran away. Sherry, please help collect the intelligence cards, I’ll need something to wrap the hands up so you can cut some clothes off the thieves..”

It might not be over yet.
I gave instructions to the three people immediately.
All the thieves we were able to confirm should have already been defeated.

In addition I used magic with no incantation, I also use [Warp] and [MP full release].
If someone saw it, I would have to dispose of them.
Roxanne and Miria head towards the small room that had the six thieves.

“It was a wonderful fight.”
“Thank you.”
“You should collect the hands quickly.”

Sherry started working with indifference.
I cut off the thieves hands.
I piled them up on the clothes Sherry had cut off.

It seems I did it just in time.
When I cut off the hand of the bandit, he disappeared as he was absorbed.
The equipment is left, and the body is absorbed by the labyrinth.
The body of the bandit sank into the floor in an instant.

The other thieves bodies disappear as well, one after the other.
This is how the labyrinth digests a person?

“I don’t think there is anyone who escaped.”

Roxanne and Miria came back.

“I see.”
“It was an amazing fight. As expected of Master.”
“Thank you. I’m glad that Roxanne and the others are safe an uninjured.”
“Yes.”

None of the three seem to have been injured.
I was most worried about them being hurt.
This is the best result.

“The thieves weren’t able to do much because of the [Fire wall] you made. Thank you.”
“xxxxxxxxx”
“Miria also says that it was amazing.”

Even though I’ve just hacked up the thieves, these three don’t seem to be avoiding me.
Originally, these three were the ones who instigated this.

When I count the hands, there are eight.
The explorers hand will not have a reward, so I do not take it.
The hand of the pirate who exploded because of [MP full release] was not able to be collected.
It seems to have dispersed with no remaining pieces of the hand.

Chapter 90 - Collection.

I breath a sigh of relief, and collect the treasures the thieves left.
All the items are taken.
I'm reasonably sure I don't need to strip search them.

"I've let you experience something serious."
"Not really, Master defeated everyone."

While picking up the equipment, I looked at Roxanne's expression.
Is it alright that I killed thieves?

"This can happen at any time, and we survived."

Sherry has something reasonable to say.
These three have grown up in this world where thieves attack people.
Killing a thief is something they expect.

"xxxxxxxxx"
"xxxxxxxxx"
"xxxxxxxxx"
"It seems that Miria was quite surprised, and thinks it seemed easy for Master despite it being a place like this, and she will keep it a secret."

There seems to be a person with different assumptions.
Something bad happened, but intervening was difficult.
The wrong person is in charge of education.
I don't comment, and devote myself to collecting equipment.

The thieves leather equipment has hard leather equipment mixed in.
A hard leather hat, hard leather gloves, and hard leather shoes.
It would be an upgrade for everyone.
There is only one item with an empty skill slot.

After I've checked them, I put them in the item box.
Hard leather armor… Ah, am I the only one who can use it?
Sherry glares at me as I look around.

Women have a certain chest shape, so none wear this.

There isn't enough room in my item box, so I give it to Sherry.
Should I remove alchemist, and use cook?
Miria has leveled up a bit, and should be fine without [Plating].

"There is a Ring of Determination."

There was a Ring of Determination in the thieves equipment.

Accessory: Ring of Determination: [Attack power increase], [Personal strengthening].

The accessory has skills.
One of the bandits had it equipped.

"I think it's a high grade item."

Sherry informs me.
A high grade item?
It's definitely a good accessory.

As for weapons, there are two steel swords, and an iron sword.
There isn't any skill slots in any, so nothing awesome.
I might keep one steel sword for now.

Next is one rapier, and one steel shield.
The pirate had the one handed sword.

"A rapier?"
"Yes, it's a thrusting sword. It's a higher level sword for stabbing instead of slashing. It uses a different combat style too."
"Is it good for Roxanne?"
"It's good. The rapier also has a blade, so it can be used for slashing as well."

Is the attack style for a rapier like fencing?
It should be alright to use.

"Then, the rapier goes to Roxanne, and the scimitar with iron shield go to Miria."

I pass the steel shield and rapier to Roxanne.

Roxanne tells Miria something, and passes her the iron shield and scimitar.
Sherry receives the dagger and wooden shield from Miria, and puts it in her item box.

There were ten magic crystals.
The thieves seem to have had one each.
When you sell magic crystals in the guild, they don't check your intelligence card.
The thieves must know that.

There was one yellow magic crystal.
A yellow magic crystal is quite precious.
More than 100,000 demons have been defeated.
It might be more valuable than the reward money.

"Umm. Even though it's still early we should return to the house. You should wipe your body, and your clothes should be washed. The equipment needs to be given maintenance as well."

After we've picked up everything, Roxanne makes a suggestion.
There is blood on my clothes.
There might also be blood on my face.

Should I return straight away?
I can't fight with this bundle of hands.
I don't need to take a stamina pill since I absorbed MP from the thieves, so I have enough MP.

I returned to the house.
The eastern sky is getting brighter, the sun will rise soon.
I take my clothes off at once, and wipe my body in the bathroom
Roxanne washed my clothes for me.

"Roxanne, today was bad."

I was able to defeat them, but it was careless to have fought with them.
It was planned well, I was invited into a trap set by the thieves.
I don't know how things would have gone if there was a strong thief as an opponent.

I'll have to be more careful.
It would have been traumatic if I had just come to this world.
I would have withdrawn from everything, and spent all my time in the labyrinth.

Why aren't I doing that now?
It's because of my experiences.
I have been used to fighting for a while now.
I'm willing to fight, and can handle that much.

I was able to win, so I'm not wrong.
I live in this world now, and it's not bad to be accustomed to combat.
But, it's still a frightening experience.

About fighting, everyone has a different potential, and you have to judge it carefully.
If you don't, at some stage you'll be caught off guard.
I win, and I tighten the cord on my helmet.
Today might be a good lesson.

"What do you mean? It was a splendid fight. It's natural to defeat a thief."

Even fighting is common sense in this world.

I leave the bathroom, and change my clothes.
I reorganise my item box.
Three people are bringing their equipment together and performing maintenance on it, and I'm freeing up space in my item box.
I can go for a bit longer without needing to use cook.

I will merge the magic crystals the thieves had into one.
A white magic crystal has the magic power of 1 million demons, and is apparently the highest.
I already have a green crystal that has the magic power of 10,000 or more demons.
If the thieves yellow crystal has 900,000 or more magic power, and my green crystal has nearly 100,000 magic power, then there would be some waste if I merged them.

I keep my green magic crystal, and only merge the thieves crystals

together.
The yellow crystal did not become white.
I'll keep the green magic crystal, but I'll fight with the yellow one from now on.

I keep the one I'm using in my item box, and any ready to sell are kept in Sherry's item box. Now the spare one will be kept in the store room.
The copper spear is put against the wall in the storeroom.

I used [Character reset] while alone in the store room.
I added points to [Bonus equipment], and [Second accessory].
It's the first accessory I saw when I came to this world.
When I ended the [Character reset], a ring appeared on the forefinger of my left hand.

Accessory: Ring of Determination: [Attack power increase], [Personal strengthening].

There it is.
The Ring of Determination.

I had been curious since I used [Analyze] on the accessory from the bandit.
Apparently the accessory from my [Bonus equipment] skill, and the accessory from the bandit are the same thing.
The same name, the same ring, and the same two skills.
Are there people other than me that can use [Character reset]?

The Ring of Determination I made is brand new.
The other ring is dull and has scratches.
I can tell they are different from a glance.

I used [Character reset] again, and cancelled the Ring of Determination. Then I put on the ring from the bandit.
Sadly, the skill for [2nd accessory] didn't light up.
If it had, I could have gotten 3 bonus points.
Naturally, it's impossible.

Now for a different experiment.
I used [Character reset] to activate [Second accessory] and then

swap the ring with the ring left behind by the bandit.

It seems I can disable it.

I boldly do it.
The Ring of Determination disappears.
There's no abnormality showing in my bonus points.
When I activate [Second accessory] again, the ring re-appears.

But, it's a new item.
The ring doesn't have the worn look and fine scratches on it.
The item seems to be a new item when created with [Character reset].
The Ring of Determination with the worn look and fine scratches is gone.

I cancel [Second accessory] and return to the main room with the new ring.

"Do you know what kind of person can make something like this?"

I asked Sherry.

"It's the Ring of Determination from earlier?"
"Yes."
"A Fixation."
"A Fixation?"

There seems to be something.

"That's right, you aren't part of a guild."
"Oh?"
"The blessing of fixation can be received at the guild temple. If you receive the blessing you can't change your job anymore. It is believed that you become stronger and it's a blessing from the guardian deity of that guild."

So that's fixation.
There are guardian deities, and shrines in guilds?

"Are the guardian deities in the guilds?"
"Nobody has actually met one, so I don't know if they are real or

not…”

Sherry is always rational.

“So, fixation is locking in a job?”
“Yes. When fixing, an accessory might appear on the person, and it’s assumed to be a gift from the guilds guardian deity.”
“Like this ring?”
“I’m not certain, but I assume that ring came from a fixation.”

I don’t know what Sherry thinks when I take out Durandal.
Maybe she thinks that I put it away in my item box.
It’s not really different from using the item box, since I can use the item box without the incantation.

Is there someone that can take out the ring like I do?
Fixation might be related to [Character reset] and bonus points.

There is a connection.
When you take out an accessory.
It becomes impossible to change your job.
Since you get bonus points from each level up, it becomes impossible to switch to a lower level job while you’re using them.

There’s something else.
You become stronger with fixation.
Bonus points can also be added to your status.

“Do you know what kind of equipment appears?”
“It seems to vary according to the person. There are wizards who get swords, and fencers who get canes. Fixtures always create equipment with a skill, and very rarely something amazing appears.”

It’s a little different.
I only use my sword as a bonus weapon.
Does it vary from person to person?

“What kind of people get what kind equipment?”
“It’s quite easy to get the blessing if you’ve been doing the job for a number of years, and the increased strength and equipment is good. But since you can’t change your job after fixation it’s normally done by people who are thinking about retirement. If a good piece of

equipment comes out it can be passed down to your descendants as a family heirloom."

It's not quite what I was asking, but it doesn't matter.
Is it random? Is there a rule to it?
The armor that I get from bonus points is equipment for men.
If a woman gets bonus equipment, it would not be strange if something different appeared.

If the Ring of Determination came from fixation, you could think it relates to bonus equipment.
Since bonus points are based on level, if you raise your level more it might be more profitable.
A person who was active in their job for many years will get the blessing easily, that seems like evidence that fixation requires bonus points.
Are fixation and bonus points related?

After hearing the story from Sherry, I checked the intelligence cards.
There were eight of them.
I know what to do with the intelligence cards.

I can take them to the Order of Knights in Quratar, or I can take them to the Order of Knights in Vale.
I can get a reward straight away.

The less people that know I've defeated thieves is probably better, so should I take them to Vale's Knights?
Maybe it's dangerous there and people are watching for me to take them in?
Should I take them to Quratar's Knights?

The first option is to take them to the Order of Knights in the Harz Duchy.
If I pass them to Gozer, it shows I was in a labyrinth in their territory like I promised.
I'll be in their favor for exterminating thieves hanging out in a labyrinth in their territory.

Special connections I've gained in this world.
I need to value them.

It would be troublesome if I'm seen as being too useful.
There's always another side to things.
Is there a problem in how I found the thieves?

The problem is checking my intelligence card.
If they check my intelligence card to give me the reward, they'll know that I'm not an adventurer.
I shouldn't expect them to skip the check since they know me.

Should I bring the card to the Order of Knights in the Harz Duchy after I become an adventurer?
Then I can't get the reward until after I've become an adventurer.
Explorer Lv50 is the lowest condition, so it will still take some time.

"Sherry, can you tell when someone died from their intelligence card? Do you know?"
"I haven't heard anything like that. The age someone died can be checked though, so you can narrow it down to some degree."

You can guess by the age when they died?
Unfortunately, if the thieves birthday is tomorrow, you can understand they died by today.
Will they know when thieves birthday's are in this world?

"Do they know when thieves birthday's are?"
"Um, only by every season when the age on the intelligence card increases."

It's like that?
It's the first I've heard of it.
They base years on seasons?
It's fine if I start the count from each spring.

If it takes too much time to become an adventurer, I can just take it somewhere else.
For now, I'll keep the thieves intelligence cards for a while.

Chapter 91 - Replenishing Recovery Medicine

I put the matter of Intelligence Cards on hold for the time being and decide to dispose off equipment left by the thieves.
What do I do with their hands?

“How do I dispose off these hands?”
“Dump them in a labyrinth. They’ll be digested right away.”

Suggests Sherry.
Labyrinth huh?
Because labyrinth can digest dead bodies, it’s a perfect dumpster.

I wonder if it’s alright to feed it.
Actually, it’ll send monsters outside if it’s not fed.
If it’s fed in moderation, it’ll not turn ferocious.

“Okay then, let’s go and buy ingredients for breakfast after discarding these hands. Because strengthening pills have been used up, we need to stock up on those as well.”
“Raw material used in strengthening pill is dropped by Fly Trap, the monster native to 13th floor of Quratar’s labyrinth. I would rather recommend hunting in Quratar than buying it.”

Sherry informs me about the raw material used in strengthening pill.
Now I get why the prices strengthening pill and nourishment pill are identical. Nourishment pill’s raw material can be acquired from 12th floor while strengthening pill’s from 13th.

“And raw material used in strengthening medicine?”
“It’s dropped by Animal Trap, the boss of 13th floor.”

Oh, so it’s like that.
If I can get it myself, why should I buy it?

The small room, where we found the thieves, was next to the boss room.

That was the reason why they had set up ambush there.
We have almost cleared 12th floor of Haruba's labyrinth.
Therefore, an excursion to 13th floor of Quratar's labyrinth shouldn't be a big deal.

We will have to fare without strengthening pills and strengthening medicine for the time being.
Recovery medicine is our only back up.
Because we have map of Quratar's labyrinth, we can clear the floor in no time.
If it's for a short while, we can take the risk of going on without MP recovery medicine.

MP recovery medicine is not required for boss battles.
Because I use Durandal against boss monsters.
Although we don't have strengthening pills, we won't face much trouble.
We can't obtain strengthening medicine until we defeat the boss of 13th floor. The quicker we clear rest of the floor, the quicker we can take the boss out.

After dumping the hands on 12th floor of Haruba's labyrinth, I buy the ingredients and then have breakfast.
Haruba's labyrinth was quiet. There were no more thieves in ambush.
If you look carefully, however, you can find a minute blood stain.
But it's dark here, so it won't be noticed.

After breakfast, I sell the equipment, pick up the map and enter 12th floor of Quratar's labyrinth.

"Sherry, put this Ring of Determination on."
"Are you sure?"
"It would be a waste if I were to use it."

Sherry equips the Ring of Determination.
Roxanne and I have Sacrificial Misanga.

Sacrificial Misanga is really a useful equipment.
Even though I have received countless attacks from monsters, it has yet to activate.

The attacks I received didn't inflict critical damage, it seems.
On the contrary, if I receive critical damage and it fails to activate on the off chance, I don't even want to imagine the consequences.

"Thank you very much. I thought that it would be worn out but it's almost new."

…I will pretend that I didn't hear it.

"Roxanne, what's the situation?"
"As you would expect from 12th floor. Even though it's broad day, there are very few people."

It doesn't seem to be crowded like first three floors.
The higher the floor, the less the people.
If it's 12th floor, we can afford to hunt in Quratar's labyrinth even in the day.

"Then I'll have to trouble you."

After having confirmed that there are not many people around, I ask of Roxanne to search for monsters.
Except for labyrinths in the Harz duchy, people take special notice of magic.
Therefore, I avoid people as much as possible.

"Ahead is the boss room. I'm not sure if there are people inside or not. I caught smell but it has vanished. They have probably moved on."
"Thank you. As expected of Roxanne. We were able to reach the boss room without encountering anyone."
"Not at all. I must be the one thanking you."

So even Roxanne can't tell if there are people inside the waiting room?
There is another door separating the boss room from the waiting room. When the party inside the boss room is done, the party inside the waiting room proceeds to the boss room.
It is difficult to tell from outside whether the party is in the waiting room or the boss room.

There's always some risk. You can't completely avoid it.

I earnestly visit labyrinths of the Harz duchy.
Even if I didn't, it's not like the Duke and Gozer would blame me excessively.
Still, I can't tell them that I visited Quratar's labyrinth to collect raw materials. It's not a valid excuse.

"Miria, can you go and see if there are people inside? If there aren't, give us a signal. If there are, come back."

To mitigate the risk, I ask Miria to go.
Gozer has yet to meet Miria.

"Yes."

When Roxanne translates it, Miria nods quickly and proceeds.
The door to the waiting room slides open. Miria peeks inside.
Miria turns around and signals.
No one seems to be inside.

Three of us rush inside.
Miria sticks her chest out proudly as if she has accomplished a mission.

"Thank you. Well done, Miria."
"xxxxxxxxxx"
"As you would expect."

That said, I don't think it can really be considered a mission.

"Yes, desu."

Is Miria happy because she was of use?
We enter the room.
There was no one in the waiting room.

"Sarracenia boss is called Nepenthes. It's basically strengthened Sarracenia. There is a point to note however. On 12th floor, other monsters appear alongside the boss, so we have to be careful."

Sherry shares the information on the boss of 12th floor.
Thus far, our boss battle strategy has been to leave the frontline to Roxanne and attack from the back. However, we can't use that

strategy this time around.
It is impossible for things to always remain the same.

When we enter the waiting room, the door to the boss room immediately slides open.
Four of us enter the room.
Smoke gathers. Monsters appear.
One Nepenthes and one Sarracenia.

“Roxanne, hold the Nepenthes from the front. Sherry, Miria, keep the boss occupied. I’ll wipe out the small fry first.”

I give instructions to the three and charge toward the Sarracenia.
I hit the Sarracenia with successive Rush attacks and silence it.

I join the boss battle immediately after.
Nepenthes is a pitcher plant but its pitcher is larger than Sarracenia.
Its overall size is bigger as well.

Unlike Sarracenia, the brown pitcher of Nepenthes looks creepy.
You can tell that it gets its food not from photosynthesis but from eating other creatures.
Actually, even Sarracenia doesn’t get its food from photosynthesis.
Both are carnivorous plants and, on top of that, monsters in labyrinth.
(Insectivorous plants need nitrogenous compounds, which they obtain from insects, for amino acid. They produce starch normally through photosynthesis.)

We need to be attentive for it may swing its leaf and attack from behind us.
This is troublesome.
I should have asked Miria to use spear instead.
Her level is adequate now, so it would have been fine.

In the end, it turns out easy for we were four against lone Nepenthes.
We maintain our winning streak.
The Nepenthes collapses.
It turns into smoke and dissipates.

“xxxxxxxxxx”

Before I could see the item it dropped, Miria shouts excitedly.

“Fish savings, she says. There seems to be a magic crystal.”
“Magic crystal?”
“She says that there wasn’t any before the battle. It appeared just now.”

While Roxanne translates it, Miria picks the magic crystal up.
Great!
So she can identify it the moment it appears?

“As expected of Miria.”
“She says that It started glowing, so she immediately noticed it.”

Nope. Because it’s black, it doesn’t glow.

“It’s magic crystal. Repeat, magic crystal.”
“Magic crystal.”

I should have taught her the right word back then.
After teaching Miria one more Brahim word, I receive the magic crystal from her.
I receive the dropped item from Sherry.
It’s called summer solstice.

I remove Warrior and select Herbalist, and try to make medicine.
In my palms, summer solstice turns into three nourishment medicines.
Summer solstice is a medicinal herb after all.

“You really did it.”

Sherry is surprised for some reason.

“Isn’t that a given?”
“No. I have heard that summer solstice can’t be processed on the first attempt.”

Eh?
Wasn’t Sherry the one who told me that I can make strengthening medicine from the item dropped by the boss of 13th floor?

If strengthening medicine can be made from the item dropped by the boss of 13th floor, can't nourishment medicine be made from the item dropped by the boss of 12th floor?

"C-Can't be processed?"
"Yes, but I knew you could do it."
"As expected of Master."
"As expected, desu."

I don't feel like I did something worthy of praise.
My Herbalist job is Lv4 now.
It kept leveling up when I was making nourishment pills the other day.

A Herbalist Lv4 is not supposed to be able to defeat Nepenthes, it seems.
Even if a Herbalist Lv4 can make nourishment medicine, no herbalist was probably able to ascertain that.
There's another possibility that it's dependent on MP.
Because I have Wizard Lv37 supported by Hero and Monk, I have enough MP at my disposal.

"It's no big deal."

I stuff the nourishment medicines and the magic crystal in my Item Box and leave the boss room.

"The monster native to 13th floor of Quratar's labyrinth is Fly Trap. It's similar to Sarracenia. It uses water magic attacks. Its normal attack has chance to inflict poison. It's resistant to water magic. Its weakness is fire magic."

Sherry shares the information. We encounter a Fly Trap.
Like Sherry said, it looks like Sarracenia. Even its size and shape is same.

But there's one difference.
Its head is not pitcher.
It's sliced open into two in order to trap an object inside.
Is it carnivorous like Sarracenia?

I fight while keeping an eye on its head.

I take it out in five spells.

“It didn’t attack with its head.”
“But we shouldn’t be careless for carelessness is lethal.”
“Higher level ones may attack with their head.”

According to Sherry, high level Fly Traps may attack using their head.
Like Roxanne said, however, carelessness is taboo.
I have already received digestive fluid of Sarracenia on top of my head.

I receive polygala root from Miria.
Because Herbalist job was still active, I immediately try to make medicine.
Three strengthening pills.
Same as nourishment pills.

“Since I can fight against Fly Traps without much trouble, search for group of monsters.”

I ask of Roxanne to search for multiple monsters.
Sarracenia and Fly Trap both are weak against fire magic.
Five spells don’t pose much of a challenge.
It would have been difficult, however, had I not upgraded my cane.

“Here it comes.”

Amidst fighting, Roxanne warns.
It’s ranged attack of Fly Trap.
Roxanne takes it on.

It needs not be mentioned that she dodged it.
A bullet of water fades in from where Roxanne was supposed to be standing.

“Ah, that was close.”

I somehow manage to evade.
I knew it. I’m not safe behind Roxanne.

“I’m sorry. I should have deflected it off my shield.”

“Deflect?”
“Yes. You can deflect most of the force behind the attack but you receive some damage.”

You should have taught me how to do it.

I position myself slightly in diagonal with Roxanne.
Roxanne, who’s in the center of the frontline, will receive most of the attacks.
Therefore, I should not stand in line with Roxanne and the monster.

Water magic is troublesome but we carry on hunting on 13th floor of Quratar’s labyrinth.
It takes about five strikes of Durandal to take out a Fly Trap Lv13.
It was four on 12th floor.
Oh well, it can’t be helped.

When I was fighting using Durandal, I borrowed the Ring of Determination from Sherry.
But there was no apparent effect.
“5x Increase in Attack Power” skill of Durandal doesn’t seem to stack with “Increase in Attack Power” skill of Ring of Determination.

I make a bulk of strengthening pills.
I pass a dozen of pills to Sherry.

“We have already acquired strengthening pills, should we go for strengthening medicine or not?”
“We should, I think.”
“It’s rational to keep it in reserve for contingencies.”

I obtain Roxanne’s and Sherry’s support to challenge the boss of 13th floor.
Because I have been exploring for quite some time, I have got a hang of it.

From 12th floor to 22nd, same monsters appear in every labyrinth, albeit in different order.
The monster that appears on 12th floor of Quratar’s labyrinth may appear on 22nd floor of some other labyrinth.
By the same token, the boss of 12th floor of Quratar’s labyrinth may

be the boss of 22nd floor of that other labyrinth.
If I defeat the boss of 12th floor of Quratar's labyrinth, I will have one less thing to worry about when I challenge the boss of 22nd floor of that other labyrinth.

I won't say that it'll be easy because strength increases with level.
Green Caterpillar Lv11, for instance.

That said, it's still the same monster.
It can't become unexpectedly strong.
You won't have to be worried about surprise element.
It's 23rd floor and onwards where difficulty level jumps up again.

As far as Quratar's labyrinth is concerned, we have its map, so exploration itself is quick and smooth.
Unlike Vale's and Haruba's labyrinths, where we have to explore each and every corner of the floors.
However, regardless of which labyrinth it is, advancing to next floor is not smooth.

"Okay then, would you please take us there?"
"Certainly."

Roxanne guides us to the boss room of 13th floor.
Miria takes a peek inside but finds no one, so we enter the room.
We take out both the boss of 13th floor, Animal Trap, and accompanying Sarracenia.

"Why was Sarracenia accompanying the boss?"
"Any monster that appears on a floor may appear with the boss of that floor."

As per Sherry, Animal Trap is Fly Trap boss.
Sarracenia is troublesome to deal with but I took it out swiftly.
Once the boss was surrounded, Durandal did the rest.

Sherry brings dried orange peel over to me.
Is this the item dropped by Animal Trap?
I use my Herbalist skill and make three strengthening medicines.

Chapter 92 - Emphasis on Experience

After making strengthening pills on 13th floor of Quratar's labyrinth, my Herbalist job has leveled up to Lv6.
I haven't removed the job just yet.
Miria's Diver job is now Lv20.

The speed of leveling up is quite fast.
It may be due to higher value of gained experience on higher floors.
Or perhaps the value of gained experience increased only after 12th floor?
Whichever the case is, we are gaining experience quickly.

I have to level my Explorer job up to Lv50 as soon as possible to acquire Adventurer job.
I can't move freely until then.

12th floor was the reason why those thieves had set up ambush there.
I, however, killed those thieves on that very 12th floor.
If I turn in their Intelligence Cards to the order of Harz duchy knights, I'll surely be asked as to how I was able to kill those thieves on 12th floor.

Rather than moving to Haruba's labyrinth, it's better to explore 13th and 14th floors here.
If someone finds me there, it may get complicated.
What was a person, who's exploring 14th floor, doing on 12th floor?
I'm being unnecessarily worried.

I should carry on hunting in Quratar's labyrinth.
However, Quratar is not completely safe either for there are a lot of people here.
I may encounter someone who's connected to the Duke of Harz.
But the chance is remote that I'll encounter such a person in Quratar's labyrinth.

I open Character Reset interface.
I set Required Experience to 1/20th and Gained Experience to 20x.
My emphasis is on experience now.

I have a total of 135 bonus points because my Explorer job is Lv37.
Required Experience 1/20th requires 63 points, so does Gained Experience 20x.
I can't deselect Character Reset option. After allocating 7 points toward fourth job, I'm left with 1 point.

Should I make do with three jobs?
Hero, Wizard and Explorer?
But Monk is needed for emergency situations.
In the end, I leave it at four jobs and allocate 1 point toward Short Incantation.

"Sherry, which monster appears on 14th floor?"
"The monster native to 14th floor of Quratar is Hat Bat. It's quite small in size, therefore, hitting it is not that easy. It can bypass the frontline, so those in the backline have to be cautious. It's generally weak against magic attacks, especially water, wind and earth magic."

It's troublesome for someone like me who stands in the back.
Under Roxanne's guidance, we come across a Hat Bat.

Hat Bat is a black bat.
It's difficult to see it clearly in the dark.
When it stops flapping its wings, it looks like a black bowler hat.

"Water Ball."

Ugh!
Although I had closed some distance before attacking, it still managed to dodge it.
The Hat Bat suddenly changes its altitude.

For second attack, I use wind spell but it dodges again.
Its movement is quick.
Third attack, Earth Ball, hits successfully.

Roxanne is standing in the front.

Sherry and Miria are surrounding the bat from the sides.
I position myself diagonal with Roxanne.
So that I can keep my allies out of the line of my magic attacks.

Fourth attack hits as well.
The Hat Bat cuts in and approaches quickly.
Roxanne parries it with her shield.
The moment the bat comes to a halt, I cast fifth spell.

The Hat Bat collapses.
Five spells huh?
Even Durandal might have taken five to six strikes.

“Umm… why did you call out the spell names?”

Why, you ask? Because I don’t have enough points to select Skip Incantation.
But I can’t say that to Roxanne, so I’ll have to come up with an acceptable excuse.
I can’t say that I have chuunibyou.

“Because it’s difficult to hit Hat Bat, I thought it’s a good opportunity for us to practice coordinated attacks.”
“Indeed. I understand.”
“Th-Then I’ll have to ask of you to search for groups.”

I’m not completely at ease but…
But against a group of monsters, I can use area of effect attacks.
I won’t have to worry about missed hits if I use area of effect attacks.

Three Hat Bats and a Fly Trap appear. I take out Hat Bats in five Breeze Storms.
After three more Fireballs, the Fly Trap drops down as well.
What annoys me is that Hat Bat is weak against magic of three attributes, yet fire isn’t one of those three.
Hat Bat is a nuisance.

“Try to look for groups of either carnivorous plants or bats.”
“It’ll be difficult but I’ll try.”
“If you’re unable to find such groups, find those wherein not more

than one monster differs from the rest.”

If it’s just one monster that remains, it’ll be Roxanne to take it on from the front.
She’s reliable.

Under Roxanne’s guidance, we carry on hunting.
As I asked of her, she finds groups of either four same monsters, or three-one and two-one composition.
Because Hat Bat is small in size, its movement is quick, and its attack is difficult to dodge.
Sherry and Miria are struggling.

Because I have used too much of my MP, I pull Durandal out.
I remove Gained Experience 20x and select 6th-tier weapon.
Because I still don’t fully understand as to how decreasing Required Experience really works, I opt to keep it.

I decrease jobs to three and select Skip Incantation.
Whenever I use Durandal, I move to the frontline.
Because only Roxanne and I will be receiving attacks from monsters, Monk isn’t required.
Even if I receive damage, I have HP Absorption Skill of Durandal.

Holding Durandal, I approach a Hat Bat.
I keep an eye on the bat’s movement.
I can’t possibly think of landing an attack just like that when even Sherry and Miria are having hard time.
While I was thinking so, the bat hurls itself on me.

I invoke Overwhelming.
I connect one strike straight away and slash once more after maneuvering my body.
That second strike was cool, wasn’t it?
Under the effect of Overwhelming, I feel I can dodge just like Roxanne.
When the bat approaches me again, I invoke Overwhelming again.
I move Durandal only slightly and try to connect third strike after having hit twice.
That’s great. I can land three consecutive strikes.

The Hat Bat collapses.
I charge toward next one.
With Overwhelming, Hat Bat looks just like a punching bag.
Since I'm recovering more MP than I'm expending, there's no problem in that regard as well.

"Wow, desu!"

Miria praises me.
Praise be upon Overwhelming.

I recover my MP through Durandal.
It's not efficient to use Overwhelming so sparingly but it can't be helped.
After recovering fully, I ask of Roxanne to search for groups of Hat Bats and carnivorous plants again.

I had 4 points to spend after decreasing jobs from four to three.
Of 4 points, I used 2 to upgrade Short Incantation to Skip Incantation, 1 to increase Gained Experience and 1 to select Meteor Crash.
I use Meteor Crash on a group of monsters.

Hat Bats are weak against earth magic while carnivorous plants are weak against fire magic.
I'll confirm then if Meteor Crash is a fire spell or not.
Both Fly traps and Hat Bats drop down in just one Meteor Crash.

Does it even have any attribute?
Because I have upgraded my cane to rod, that's probably why I was able to one-shot both Hat Bats and Fly Traps.
I can't go back and equip weaker weapon just to confirm this notion.

It's actually better if I can take monsters out like this.
It's not a problem in any way.
It was worth the effort because Miria is amazed after seeing this spell for the first time.

We carry on hunting.
We are doing just fine.
We can fight on 14th floor without much trouble.

“Sherry, do you know about the boss of Quratar’s 14th floor.”

When we take a break from the labyrinth in the afternoon, I ask Sherry.

“Hat Bat boss is called Pat Bat. Pat Bat is basically strengthened Hat Bat. It’s not strong in offense. However, its attack inflicts paralysis. You can’t heal yourself or take pills until it wears off. That’s the only noteworthy feature of Pat Bat.”
“I have anti-paralysis pills but only two.”
“Unlike poison, you do not lose HP over time, so there’s no risk of death. Also, it’s not impossible to break free of it.”

So it’ll be alright?
We have to advance to the next floor as quickly as possible in order to increase our leveling up speed.
Still, is it a good idea to clear 14th floor and move on to 15th so quickly?

“Should we proceed to 15th floor?”
“I don’t see any issue.”
“We will do fine, I think.”

Roxanne and Sherry accede.
But I have never seen them rejecting any of my proposal.
Roxanne, of course, won’t find it difficult. But what about Sherry? Will she be fine?
Was it rational of her to consent to it?

“Okay, desu.”

When Roxanne translates it to Miria, she nods as well.
Is it really gonna be alright?
This attitude seems to be natural for the people of this world. On the contrary, I may seem excessively cautious to them.

Still, I’m afraid of advancing to higher floors so quickly.
I’m afraid but I can’t help it.

In the afternoon, we enter Quratar’s labyrinth again and move to 14th floor.
I decide to keep one anti-paralysis pill and pass the second one to

Sherry.
We proceed per map.
After having Miria confirm that there are no people inside, we enter the boss room.

“I’ll take the small fry out, you three engage the boss in the meantime.”

One Pat Bat and one Hat Bat appear.
Both are bats huh?
No Sarracenia or Fly Trap? Great!

I’m not saying that it’s luxury.
Still, I couldn’t help but think so when I saw them.
I invoke Overwhelming and take a hack at the Hat Bat.

“Here it comes.”

Before I could finish the Hat Bat off, Roxanne’s voice reaches my ears.
It’s activating skill.
I must not let it activate the skill.

I invoke Overwhelming again and slash at the boss.
I made it somehow.
I was able to connect Durandal with the boss before it could finish incantation.

I’m back against the Hat Bat.
I invoke Overwhelming again and take it out.
I close in on the boss.

I can see our winning streak extending.
It’s difficult to connect strikes because it’s flying up high but I use Overwhelming whenever it approaches me to attack and shave its HP.
I use Overwhelming again and take a hack at it. The boss finally collapses.

“Sherry, which monster appears on 15th floor?”
“The monster native to 15th floor of Quratar’s labyrinth is Grass Bee.”

“Grass Bee? Then we don’t have to waste time on trying to fight against one. Roxanne, find groups.”
“Understood.”

We proceed to 15th floor and encounter a group of monsters.
Two Grass Bees and two Hat Bats.

“Breeze Storm.”

I take them out in six wind spells.
Six spells huh?
They’ll obviously grow stronger with every level.
Although higher floors are more difficult, I can’t stay on lower floors.
I have to level up quickly.

I have no support from party jobs either.
Roxanne is beast warrior, Sherry is master smith, Miria is diver.
None of their jobs has ‘Increase in Intelligence’ effect.
If there was an ‘Increase in Intelligence’ effect in party jobs, wouldn’t it become easier?

Should I change Sherry’s job to Monk or Shrine Maiden?
If I do that, however, it’ll become difficult when I use Durandal.
Isn’t there a two-in-one job?
Because I have to be in close quarters to use Durandal, I can’t afford to prolong battles.

I carry on as is.
In the next battle, both Sherry and Miria receive attacks.
They received hits because battles have now become protracted.

“Since battles are now taking longer to end, you may receive attacks. Will you be fine? Heal.”

I ask while casting Heal.

“I’ll be fine.”
“Are you sure? Heal.”
“Yes, I’ll be fine.”
“Okay.”
“Alright. Heal.”

Both Sherry and Miria assert that they'll be fine.

"I'm fine now."
"Alright. Miria, it's your turn now. Because I'm in the back anyway, you take my Poison Resistant Hard Leather Cap, Sherry. Heal."
"Are you sure about this?"
"You'll be taking on Grass Bees from the front, so it'll be of more use to you. Heal."

Sherry and Miria both have recovered fully.
Without Skip Incantation, I feel like I'm a different person.

At the moment, we have only one equipment that has Poison Resistance skill.
Roxanne has tremendous ability to dodge. Although Miria fights energetically, I'm still concerned about her.
But there's only one, so it can't be helped.
I exhange caps with Sherry.

We have yet to encounter a group with three or more Grass Bees.
Miria receives an attack.

"Aaaagh!"

Miria groans.
It's poison.
Because I have been through this, I know.
I bring out antidote pill.

"Roxanne, I'll entrust her to you."
"Yes."

I cast fifth Breeze Storm and put the antidote pill in my mouth.
I pull Miria into my embrace.
And put my lips on hers.
I shove my tongue in to open her mouth.

I push the antidote pill into her mouth
Miria's tongue is trembling.
I gently entwine my tongue with hers.

I keep my tongue entwined with Miria's.

It moves.
For the first time, Miria moves her tongue passionately.

I want her to do that from now on but I’m afraid to say that out loud.
While Miria was in my embrace, a Grass Bee hurls itself on me.
If I get hit with its needle, I may receive poison as well.

“Breeze Storm.”

I separate my mouth from Miria’s and cast sixth spell.

Chapter 93 - Wanted man.

I asked Roxanne to find a place with a group that includes carniverous plants.
After shooting down a Grass Bee with six wind spells, I finished the Fly Trap off with three [Fire ball]'s.
I hadn't experienced a long battle like that before.

"One Saracenia or Fly Trap would be good, can you find somewhere like that?"
"Just one might be difficult."
"Probably."
"Going up to the 16th floor might be better."

Sherry makes a suggestion, and Roxanne seems to agree.
They seem to be in high spirits.

"What is on the 16th floor?"
"The 16th floor of Quratar's labyrinth has the Bitch Butterfly. Wind magic is its weakness. The Hat Bat can be defeated with wind magic as well, so the 16th floor might be easier than the 15th."

I see.
It's a decent idea.
As expected of Sherry.

The Bitch Butterfly is the demon that appears on the 16th floor of Quratar's labyrinth.
The Grass Bee is the demon from the 15th floor.
The Hat Bat is the demon from the 14th floor.
So wind magic is the weakness of the main three monsters that appear on the 16th floor?

The chances of Saracenia and Fly Trap appearing decrease a lot after the 15th floor.
Will it be easy if I just have to use wind magic?

"That's fine. We'll see how well we can handle the 15th floor for a while, and then move onto the 16th floor."

“I think that’s good.”

It’s dangerous to go suddenly, so we’ll take our time.
The number of attacks received increases on the 15th floor.
The Hat Bat avoids the vanguard, and hits me.
It shakes our stability.

I take out Durandal, and exchange hats with Sherry.
I used [Heal], so my MP has decreased quicker than expected.

My experience gain decreases because I’ve taken out Durandal.
When we go up a floor, we get more experience, but I take out Durandal more often as well, so the experience falls.
I’m not sure if there is any profit going up in floors.

“Roxanne, can you find somewhere with a variety of demons?”

When my MP completely recovered, I asked Roxanne.

“Well, I can smell a place with four kinds of demons.”

The 15th floor can have four or less demons, so four is the maximum possible.
I had forgotten it.
Up to five demons can appear on the 16th floor.
Is the 16th floor difficult?

No. If I use area effect magic, the numbers won’t be a problem.
Roxanne is up front, so it should be alright.
Because I can defeat more in one go, will the 16th floor be more profitable for experience?

Grass Bee, Hat Bat, Fly Trap, and Sarracenia. To this group, I give them a [Meteor Crash].
A scorching rock flies through the cave.
All the demons except Grass Bee are defeated.

Only the Grass Bee isn’t defeated?
Wind magic is the weakness of Grass Bee, and it was not defeated.
Fire magic is the weakness of Fly Trap and Sarracenia, and they were defeated.
But the Hat Bat was defeated, I don’t know why.

We finished hunting without going to the 16th floor that day.
It is dangerous to advance too fast.
Going to the 16th floor tomorrow morning is fine.

Explorer has risen to Lv38.
I can use [Incantation omission] if I go up another one.

When I return to the house, a message from the broker Luke is there.

“It’s written that he has made a successful bid of 5,400 nars for the kobold monster card, and he’d like you to come at once.”

Roxanne reads the memo.
It’s the kobold monster card.
Why does he need me to come immediately?

“Ok, I’ll be gone for a bit. Can you three prepare dinner?”
“Certainly. Have a safe trip.”
“Please be careful with the broker.”

I went to the merchants guild.
When I asked for Luke at the reception, they took me through right away.
I met him in the small room for business discussions.

“Sorry for calling you out. First of all, the kobold monster card.”
“Sure.”

Luke takes out the monster card.
After I confirmed it with [Analyze], I pay the 59 silver coins which includes the commission.
Luke only delivers genuine articles.
It seems I can trust him as a broker.

“The previous successful bid on the kobold monster card was 5,400 nars as well. It was previously taken by people who had been watching me bid. If I keep making successful bids at the same price it becomes troublesome.”
“There’s a problem like that too?”

Being a broker seems to be quite troublesome.

If you know another group will put up a fight til 5,400, then you know you won't make a successful bid at 5,300.
There seems to be some difficult bargaining.

"Therefore, I had to bid the maximum price this time."

I don't know if I should be pleased about it.
The other party now knows our best planned price is 5,400.

"Well, that might do for kobold monster cards for now."
"Ok. I've also received a message from the Order of Knights in the Harz Duchy. They would like you to come immediately."

The Order of Knights in the Harz Duchy wants me to come there immediately?
Did they sell the mirrors?

"The Order of Knights in the Harz Duchy, I understand."
"I've finished passing the message on."

I've received the kobold monster card, and I leave the merchants guild.
I was thinking about ordering the ant monster card, but I didn't.
It's definitely not enough to just have it on one hat.
I want to arrange for some more poison resistant equipment.

But it will take time between ordering it, and obtaining it.
When we get the ant monster card, I don't know which floor we'll be fighting on.
There might not be any demons that use poison there.
I might regret not preparing any, so I could save some for later.

When I get home, I prepare the bath.
Today was strenuous, so I want to relax.
I finished up early, and also visited Luke.

After dinner, Sherry does her smithing.
I got the kobold monster card, so we merged it with the rabbit monster card.
The skill of [Incantation interruption] is put on Sherry's spear.
This will be useful.

All of today's work is now finished, and I climbed into the bath.
Miria floats in the hot water.
I peek at her from the surface of the water.
It is quite pleasant.

Roxanne and Sherry are to either side of me.
Comfortable.
I am.

"It feels good in the bath after today's events."
"Yes. It's the best."

The best part is Roxanne's tail.
In the hot water, I put my arm under Roxanne's body.
I like the feeling of her tail.
When I lightly hold her body and pull it close, a rich swelling presses against my chest.

"Is Miria comfortable as well?"
"Yes-desu."

Miria gives a reply.
It's a happy thing.
She floats around the bath tub.
She floats without being tied down by anything.

The bathtub isn't especially wide.
Miria's tail touches my foot.
Two mountains are floating.

"Miria, can you make the fish dish with the pan we bought the other day soon?"

When Roxanne translates it, a great force flies at me.
It's right on top of me.
A face is near.

"I could do it-desu."
"In this case it's 'I can do it'."
"I can do it-desu."

My important thing struck Miria's smooth stomach.

Miria doesn't seem to be bothered by it at all.
She is looking into my face hard.

"How about dinner, the day after tomorrow."
"I can do it-desu."

She left again after she got the answer out of me.
I'm the guy with the money.

The promise to serve fish is done, and I can see Miria is pleased.
Two days from now is good.

Tomorrow is too soon.
Four or five days would be too long.
For the day after tomorrow, we should be able to hold out til then.

The kiss of the day has returned to the regular light kiss.
Was the passion in the mouth to mouth transfer of the antidote a one time thing?
It's alright because I can at least enjoy a passionate kiss with Roxanne.

It was the same the next morning.
I don't think I can expect a passionate kiss from Miria.
After kissing three people, we head to Haruba's 12th floor.
It might be good to fight against the boss of the Grass Bee on the 12th floor.

We teleported to the room that contained the thieves.
It would be bad if someone saw me using [Dungeon walk] in Haruba though.
When that time comes, I can just make Sherry an explorer.

We searched around the room.
When we passed into the right hand room, it was the boss room.
Just as we thought.

The thieves made their trap near the boss room.
When a strong party comes through, they'll let them continue to the boss room.
It's still early in the morning, and there is nobody in the waiting room.

“The boss of Grass Bee is Killer Bee. You need to watch out for poison, and it will use its poison skill as well.”

It’s still using poison?
Sherry’s weapon now has [Incantation interruption], so our anti-skill measures are perfect.

I kill the Grass Bee first, and then join the offensive against the boss.
The boss is focused on Roxanne, and can’t hit her.
The boss is defeated easily.

We’ve defeated the 12th, 13th, and 14th floor bosses in Quratar.
A 12th floor boss is an easy victory.

We left the 13th floor of Haruba without fighting, and moved to the 15th floor of Quratar.
It’s good that we can challenge it after already experiencing one earlier.
We head towards the boss room relying on the map.

“Can you Miria?”

Miria is sent off.
Miria checks the waiting room, and calls us.
There doesn’t seem to be anyone this early in the morning.

We don’t relax, even though we’ve won once.
The Killer Bee was defeated as carefully and quickly as possible.

“The demon on Quratar’s 16th floor is the Bitch Butterfly. Wind magic is its weakness. It is resistant to fire magic. It might try and use its paralyze skill when you approach.”
“It has the paralyze skill? It’s good that we prepared Sherry’s weapon in time.”
“Yes, I’ll do my best.”

The Bitch Butterfly is a huge moth more so than a butterfly.
It flies about noisily, and even though it’s elegant it isn’t pretty.
It’s a worthless demon.

Its movement is a little slow.
The [Breeze ball] successfully hit.

I defeated it with seven wind spells.

“Roxanne, wind magic is effective. Can you guide us to places with only Grass Bee, Hat Bat and Bitch Butterfly?”
“I think so.”

It seems like it’s going according to Sherry’s plan.
For the time being we’ll fight on Quratar’s 16th floor.
It’s difficult, but we handle it somehow.
We just hunted on the 16th floor during the morning.

We finish hunting and return to the house.
I ask the three girls to prepare breakfast, and I head to Bode alone.
I appeared from the wall in the lobby.

“Is the Duke or Knight Captain here?”
“Yes, I think that the Duke is in his workroom.”

I ask their whereabouts from a Knight, and enter inside.
It’s the house of another person.
They don’t seem to have gone out yet, because it’s early.
I head down the passage to the workroom.

“Enter.”

When I knocked at the door, there was a voice in answer.
It’s Gozer’s voice.

“It’s Michio, I heard you were calling for me?”
“Oh, Michio? It’s good that you came.”

When I enter, the duke speaks as well while sitting in the chair.

“Well.”
“Actually there might be some trouble.”
“First of all, please sit.”

The duke is hasty, like usual.
I sat on the sofa, following Gozer’s instructions.

“Now for the troublesome thing.”
“Do you know of a thief called Heinz the Bandit?”

Gozer sits in front of me and asks.

“No.”
“He’s a rough thief that likes to see blood. I heard he got the job of bandit at the shrine of lies and truth at Helene. I don’t know if that’s true. Anyway, I’ve heard he is a strong opponent.”

The bandit I defeated?
I’m sure his name was Heinz.
Was I called about that thief?

“That sort of thief.”
“He’s a thief who is originally from the Selmar territory. He killed some members of Selmer’s order of knights. Heinz also has a pirate subordinate named Simon who uses a one handed sword. He also caused trouble for Selmer’s order of knights. Even without magic they are able to oppose the order of knights.”

Simon is the man I killed with [MP full release].
I’m sure he had the job of pirate.
It seems that he was good with the sword.

“The thief has entered your territory?”
“It’s not certain, but the information seems reasonably good. They might attack a village somewhere, or lie in wait in a labyrinth. Labyrinths don’t leave any remains behind when you kill someone, so murderers like Heinz favor them. There are three labyrinths in our territory. I think we need to consider this possibility.”

No damage has been confirmed.
After Heinz sets a trap, it might take a while.
How quick did they get the information after he entered their territory.
The information network of the order of knights seems to be pretty good.

“This being the case, we want to look after you Michio.”
“You contacted me to let me know? Thank you for that.”

Though the information is a bit slow.
I’ve already defeated them.

But, I can't say that I've defeated them.
Then I might have to take out my intelligence card.
I'll have to worry about that for a while.
Even though the order if knights is being vigilant for no reason, it's not anything too bad.

"Bode's labyrinth especially might need caution."
"Bode, I see."
"Heinz is an elf, but he seems to have many human subordinates. That's the information we have. Tare and Haruba would draw attention because there are lots of elves near, so if Heinz was to enter a labyrinth I think Bode is the most likely candidate."

Heinz was in Haruba's labyrinth.
He outsmarted them.

"So you think he's in Bode."
"It's possible, so we'll let you enter labyrinths elsewhere for a while if you wish."
"There will be patrols through our labyrinths, and people from the order of knights may ask to inspect your parties intelligence cards."
"I understand."

That's bad.
I don't know if I should keep quiet about defeating the thieves.
They said I could enter other labyrinths, so should I hole myself up in Quratar's labyrinth for a while?

Chapter 94 - Narihira

“Here it comes.”

Roxanne’s voice resounds.
Orange magic formation appears under a Grass Bee in the second row.
Sherry’s spear won’t be able to reach that far.

The Grass Bee shoots a needle.
Roxanne receives it with her steel shield.
At the same time, a Hat Bat and a Bitch Butterfly launch their attacks on Roxanne.
Roxanne gets on her left foot and maneuvers upper half of her body to dodge body slam of the Bitch Butterfly, simultaneously swaying her head to dodge the surging Hat Bat.

From the back, I invoke fifth Breeze Storm.
The bodies of the monsters stumble under the gusts of wind.

The Bitch Butterfly regains its balance and launches another attack on Roxanne.
Roxanne parries it with her shield and twists her body to dodge the onrushing Hat Bat.
While dodging, she hits it with her rapier.

I cast sixth spell.
Orange magic formation appears under the Bitch Butterfly which Sherry was confronting.
Sherry pokes it with her spear.
Miria receives the bee’s attack with her shield and slashes with her scimitar.

Roxanne side steps another attack of the Bitch Butterfly.
After evading the Hat Bat’s attack with ease, I invoke Breeze Storm for a seventh time.
Two Bitch Butterflies, two Grass Bees and a Hat Bat drop down.

“Uh-huh, I knew 16th floor would be difficult.”

Although I have obtained the Duke's permission to stay in Quratar's labyrinth for the time being, it's difficult to hunt on 16th floor.
Roxanne is, as always, able to dodge their attacks without much trouble.
Still, it seems difficult.

Because we have already cleared 13th, 14th and 15th floors, however, it can't be helped.
If it weren't for Roxanne holding the frontline and dodging their attacks, we would have long been wiped out.

"Not at all. It's not that difficult."

It's not that difficult?
She's terrifying as ever.
Only thing going in our favor is that most of the monsters on 16th floor of Quratar's labyrinth are weak against wind magic.
It's again thanks to Roxanne that we can search for monsters that are weak against wind magic.

"I'm not exposed to successive attacks, so I can hold my own. Compared to the standards of labyrinth, these battles are not heated yet. They're warm at best."

If even Sherry says so, I wonder if it really is so.
Like I thought, people of this world don't act cautiously.
Because Roxanne aggros most of the monsters in the center of the front, Sherry and Miria find it relatively easier on the sides.

"Fine. Have sister."

Even Miria is aware of it.

"It's indeed all thanks to Roxanne."
"Not at all. It's because master takes all the monsters out with his magic."
"Alright then, because I'll be using my sword next, find fewer monsters."

After hunting on 16th floor, my Explorer job has leveled up to Lv39.
Because I have one more bonus point to spend, I use it to upgrade Short Incantation to Incantation Omission.

It’s great to have both four jobs and Incantation Omission at the same time.

I recover my MP and carry on hunting.
We encounter a group of four Bitch Butterflies and a Grass Bee.
This combination is the most difficult on 16th floor of Quratar’s labyrinth.

Nope. The most difficult combination would be that of monsters which are weak against wind magic and carnivorous plants which are weak against fire magic.
We keep at it, however, because Roxanne can dodge their attacks with ease.
I have yet to receive their attacks.

The reason why I said that four Bitch Butterflies are difficult is that Sherry’s spear may not be enough.
Bitch Butterfly’s skill is capable of inflicting paralysis.
If Roxanne were to become paralyzed, it would lead to total collapse.

If there are two Bitch Butterflies, there won’t be any problem.
Even three are manageable.
But four or more are beyond our capability.

The Grass Bee launches its ranged attack.
When there are four monsters, they often form two rows.
If there are five, one of them does go to the second row.

The Grass Bee shoots a needle from the second row.

This is why a group of four Bitch Butterflies and a Grass Bee is the most difficult on this floor.
I wonder if I should have bought more anti-paralysis pills.
But there hasn’t been a single opportunity to use even that one pill which I have.

We finish hunting without having to use the anti-paralysis pills.
Next day. Early morning. We resume hunting on 16th floor of Quratar’s labyrinth.

“Here it comes.”

Roxanne cautions us and receives the needle of a Grass Bee with her shield.
Exceptional body balance.
She stabs the Grass Bee with her rapier while dodging body slam of a Bitch Butterfly.

Dodging the butterfly like a butterfly. Stabbing the bee like a bee.
She's terrifyingly strong.

Sherry evades a butterfly's attack.
Miria receives a bee's attack with her shield.
The bee in the second row activates its skill again.

Roxanne parries it with her shield with ease.
The Bitch Butterfly launches another attack. Roxanne sways her body lightly and dodges it.

The Grass Bee launches an attack on Miria.
Miria dodges it.
However, the attack of the bee, which Miria dodged, was received by me who was standing behind her.
Although I received the attack, I don't seem to have been poisoned.

I continue to cast spells.
When I don't use Durandal, I lend my Poison Resistant Hard Leather Cap to Miria.
Sherry is responsible to keep Bitch Butterflies from using their skills.
Therefore, she confronts Bitch Butterflies.

I cast Heal on Miria while launching wind magic attack.
We have reached the level where we can afford to take two to three attacks from monsters.
I switch my focus between attacking and healing.
I take the monsters out with wind spell.

"Okay."

Miria gestures with her hand that she's fine, so I stop.
I ask of Roxanne to search for more monsters.
There are two Bitch Butterflies and two Grass Bees in the next group we encounter.

Sherry comes under a butterfly's attack but takes it out in the end.

After healing her, I pull Durandal out.
Killing two more groups of monsters, I fully recover my MP.
It's wasteful to use strengthening pill in this situation.

Next group comprises two Bitch Butterflies, two Grass Bees and a Hat Bat.
The Hat Bat flies past Roxanne.
I somehow manage to ward it off using my wand.
After several Breeze Storms, all the monsters drop down.

For a rearguard, Hat Bat is a nuisance for it can bypass vanguard.
The next group is made up of a Grass Bee and four Bitch Butterflies.
Although it's the most difficult combination, I feel rather relieved that there's no Hat Bat.

The Grass Bee launches its ranged attack. Roxanne receives it with her shield.
Her defense is impregnable.
One long range attack of a mere Grass Bee can't break it.

Bitch Butterflies close in.
All four of them are lined up in one row.
Roxanne lightly dodges body slam of one of the butterflies.
She receives the attack of the second with her shield.

Third one was trying to activate skill but Sherry interrupts it.
Can we keep this up?

While I was sighing in relief, orange magic formation appears under the fourth Bitch Butterfly.
Sherry won't be able to make it in time.
I can't cast another wind spell until previous attack cools down.
Sherry was able to successfully interrupt third butterfly's skill but the fourth one's activates.

The Bitch Butterfly emits smoke of powder from its wings.
The butterfly that activated the skill is closer to Miria than Sherry.
The smoke of powder envelops Miria.

Miria stops moving.

Her body stiffens.
I observe her body while casting another wind spell. It's not moving the slightest.
Is this paralysis?

"Should I give her the pill?"
"We should exterminate the monsters first."

On Sherry's advice, I cast another Breeze Storm.
A Bitch Butterfly approaches to attack Miria.
Because Miria was paralyzed, she couldn't dodge it.

I cast Heal and take the monsters out with another wind spell.
The monsters drop down.

"How much time will paralysis take to wear off?"

I look at Miria.
She's still unable to move.
Should I take the anti-paralysis pill out of my Item Box?

"It should not take much time. It will be better to use the pill during battle. If it takes too much time, we can use the pill then. For now, we can simply move her to a safe room."
"There doesn't seem to be any monster nearby."

Sherry and Roxanne give their input.
Should I give her the pill mouth-to-mouth?
Or should I wait some more?

I-It's not like I want to do mouth-to-mouth.
Because she's paralyzed, she won't be able to return it passionately.

Besides, it's not a good habit to force yourself upon people who can't move.
I imagine pulling Miria into my embrace, putting my lips on hers and shoving my tongue into her mouth. It feels like I'm abusing her.
Because she can't offer any resistance.

Th-This…
I should try this sometime.
Uh-huh

While I was lost in my fantasy, Miria moves.
She blinks her eyes.

“Ah, are you fine?”
“Fine. Sorry.”
“Don’t apologize.”

I was indulged in my fantasy for too long, it seems. Miria has recovered from paralysis.
Next time, I’ll be sure to give her the pill mouth-to-mouth.
I’m regretting to have let this opportunity slip.

There doesn’t seem to be any apparent aftereffect.
When paralysis wore off, Miria stood up normally.
We carry on hunting in usual manner.
We finish today’s hunting without getting paralyzed again.

“Fish, desu. Quick, desu.”

After we were done with hunting, we head to the fishmonger.
We will be making fish in the new pan today.

“Which fish should we make today?”
“White fish.”

Miria says after closely examining every fish at the fishmonger.
There doesn’t seem to be any better fish available.

“Is there anything else you need?”
“She says that she needs slime starch.”

I ask after buying two white fish. Roxanne translates.
You might think that I bought two white fish because of 30% discount.
But I did it due to Miria’s appetite.

Slime starch is the item dropped by Gummy Slime.
I buy it from the guild and return home.

Miria first pours some water and wine in the pan, then adds fish sauce and olive oil.
I leave the white fish to boil along with other ingredients which I had

prepared beforehand.
A rather ordinary recipe.

“What do you need this slime starch for?”
“This, desu.”

Miria shaves the slime starch.
She dissolves it in water and adds a small quantity of the solution into the pan.
Is it some kind of seasoning?
It seems to be her secret ingredient.

Nope, it’s something else.
I realize it when it was served.
It’s sauce.
Is slime starch same as potato starch?

I give one whole white fish to Miria and slice the other one into three pieces.
One-third is more than enough.
Even if I leave some over, I’m sure Miria will clean it up.
I eat the boiled fish with the sauce which Miria prepared.

“It’s really delicious.”

Although the recipe was simple, it’s not bad.
It’s quite tasty.

It has rustic taste perhaps due to starch sauce.
It’ll taste even better if I dilute it with some sugar and wine.
Sweet and sour sauce, to be precise.

“Have eaten, desu.”

Miria seems satisfied.
It seems she has had her fill for she didn’t snatch Roxanne’s, Sherry’s or mine.
We can do without fish for some time, i guess.

Next morning. I try to add wine and sugar to Miria’s starch sauce.
I boil some water, and then add sugar, wine, fish sauce and slime starch.

I make stir-fried vegetables and serve it with sweet and sour starch sauce.

Uh-huh
Just like sweet and sour pork except there's no pork.
Had I added pork, it would have been just like sweet and sour pork.
I didn't go with pork and added vegetables instead because I was afraid that it might end up in failure.

"It's really tasty, Master."
"It's sweet and sour at the same time. I haven't eaten anything like it. It's delicious."
"Tasty, desu."

I receive compliments from the three, even though it's not sweet and sour pork.
In my honest opinion, it's lacking.

But I won't be discouraged by this failure.
I'll use slime starch in even more dishes.
Because I now understand how to make starch sauce and I have tried it already, I have lost interest in it.
I soak some goat meat in fish sauce and leave it to marinate.

"Miria, can you please shave some slime starch?"
"Yes, desu."

Evening. I receive starch from Miria upon returning home.

"A message from luke, the broker. There seemed to be a successful bid for Caterpillar Monster Card."

When we return home, there was a note at the entrance.
With Caterpillar Monster Card, we can make another Sacrificial Misanga.
It'll be third.
If we count the Ring of Determination, we will have four accessories.
One for everyone.

Let's leave it for tomorrow.
I dredge goat meat in starch and deep-fry it.
Hokkaido cuisine, zangi. Otherwise known as tatsuta-age. (TN:

Tatsuta-age is a Japanese cuisine which is called Zangi in Hokkaido.)

But it’s not as red.
It’s more crimson than red.
It’s probably darker in color due to fish sauce.
It doesn’t look so good.

When I try it, however, it tastes good.
Well, there were not many steps involved in the recipe, so it couldn’t go wrong.
It’s satisfactory.

Well, even in modern Japan, I had never seen tatsuta-age much.
Impassionate gods have never seen the red that is the Tatsuta River.
This would do for now.

Chapter 95 - Bounty

Next morning. After having breakfast, I jump to the merchants guild.
I ask the three of them to do the dishes and cleaning.
I don't want people at the guild to find out that Sherry is a master smith.
And about the possibility of fusion once I get the monster card.

"Here, Caterpillar Monster Card."
"Indeed."

I had already confirmed that it's the real thing before receiving it.
Still, I don't know when Luke will try to pass me a fake.

I wonder what I will do if he does that.
Since Luke has relationship with the order of Harz duchy knights, I don't think he will try to do that.
Does he know that I'm trying to claim indemnity?

Well, considering the procedure, it is more troublesome to produce a fake.
Still, I should better verify the card with the guild temple sometime, so that Luke doesn't get any strange idea.
Also, I would like to check the guild temple for once at least.

"And here, these are wanted posters of bandits. The order of Harz duchy knights entrusted me with these. They wish for you to be careful."

Luke hands me the papyrus.
Although these are wanted posters, there's no portrait drawn.
Only a description is written in Brahim language.

Are these bounties assigned by the order of Harz duchy knights?
Even though they have already been defeated.
It looks like I made them waste their money.

I receive both the monster card and the wanted posters, and return home.

I pass the misanga and the monster card to Sherry.

“What is that?”
“Wanted posters of pirates.”

I take out the wanted posters.
Sherry glances at the posters from the side and reads.

“It is for Heinz the bandit and Simon the mad dog.”
“Simon the mad dog, you say?”

Roxanne cries in surprise.

“Do you know him?”
“Yes. He is a famous pirate from wolfkin tribe. I heard he is quite strong and is second to none in using one-handed sword. However, I heard that he was defeated by someone when I was a kid, so he doesn’t seem to be invincible. I would really like to fight against him sometime.”

Actually, you have already fought against him.
Still, she says terrifying things so calmly.

“Well, it is impossible now. They are the same thieves we defeated in Haruba’s labyrinth earlier.”
“The thieves from the other day?”
“Most likely.”
“That reminds me, one of the thieves was a wolfman. If so, was he Simon the mad dog? Then, this rapier…”

Roxanne looks at the rapier in her hand.

In comparison to his name, the weapon of Simon is shabby.
May be he was hiding better weapons somewhere else?
Or was he only an ordinary pirate?
Even Kobou made mistakes with his brush huh?

“Don’t think about it.

“To defeat Simon the mad dog, as expected of Master.”

Assuming the pirate we defeated was Simon, he was defeated by magic.

That would be a foul play.
Rather, I should say that I am lucky I didn't fight him with sword.

In the meantime, Sherry fuses the monster card.
She successfully creates a Sacrificial Misanga.

"You did it, as expected of Sherry."
"Thank you."

Sherry hands over the Sacrificial Misanga.
I receive it.

"This is for Sherry to wear. Where do you want to wear it?"
"I will put it on my foot."
"Got it. Show me your foot."

I tie the Sacrificial Misanga around Sherry's ankle.
Small and delicate feet.
She is so cute.

There's more thread left even after I bind it.
It is so because her foot is small.

"The order of Harz duchy knights seem to be quite troubled. They are not gonna check Intelligence Card when they pay the reward money."

While I was folding the misanga around her ankle to tie it fittingly, Sherry voices her opinion.

"You think so?"
"It is written in the posters."

They are not gonna check Intelligence Card?
If my job will not be verified, I can immediately turn in the thieves' Intelligence Cards.
But why?

"They are not gonna do the verification?"
"I don't think so. If they do that, other thieves will not bring the Intelligence Cards next time."
"Oh, so this is in order to make other thieves bring the cards?"

“The one, who knows best where a thief is and what he is doing, is a fellow thief. If you pay them appropriately, they will kill anyone, even a thief. It is a technique that was used in the past when a strong thief appeared.”

Using a snake to bite a snake?
Indeed. Only a thief knows thieves’ ways best.
Let a thief kill another thief. It is more efficient.

In other words, the current bounty system, which doesn’t allow rewarding a thief, protects thieves from betrayal of fellow thieves.
If a fellow thief’s card can be encashed, then this will prevent thieves from forming groups.
They will kill each other quietly for reward. It will cause them to doubt each other. It will definitely help reduce the number of bandits.

“Err… then why do they check the cards and don’t use this method instead?”
“Certainly, I think it is better to hand over the prize money regardless of who brings the Intelligence Card. But the Empire’s laws prevent rewarding thieves since it will financially benefit them.”

Sherry seems to be in favor of rewarding thieves with the bounty.
After all, it is rational.
Especially, if you think about the current security standards of this world.

However, it may only be effective for a short period of time. I’m not sure if it will work in long term.
Back in Edo period in Japan, they allowed gamblers to take control roles as well. I wonder if it went well.
They said that such special treatment caused the formation of gangs.
I have heard that the origin of foreign mafia was a self-controlled aid organization in Sicily.

Even if the knights don’t have enough power to deal with thieves right now, what will happen in the future when they do?
This may lead to undesired custom.
In that case, it will be better not to pay bounty to the thieves.

Next morning. I head to Bode with the Intelligence Cards.
I can encash these cards immediately if there is no verification of my Intelligence Card.

The thieves have already been defeated.
The more the time passes, the more the inconsistent information may spread.
The sooner it is done, the more difficult for inconsistencies to arise.
I hope that it will not be suspicious to claim the bounty only a day after the wanted posters were out.

My Explorer job just reached Lv 41.
Most likely, the higher the level goes up, the more the experience points will be needed to level up.
Right now, Miria is Diver Lv30. She has caught up with Roxanne's Lv31 Beast Warrior and Sherry's Lv31 Master Smith.
However, I don't believe the experience points needed to level from Lv1 to Lv30 are the same as the experience points needed to level from Lv30 to Lv31.

Or perhaps there is an range of levels?
Even if I defeat a Lv16 monster on 16th floor of the labyrinth, I probably won't even receive half as much experience as defeating a Lv40 monster.

I don't completely understand the mechanics of leveling up.
Even though I have selected Hero job, it is still at Lv37.
It is certain that the pace of leveling up differs for each job.

In any case, it seems It will take quite some time to get Explorer job to Lv50.
It is not a good idea to wait until I get Adventure job.
It is better to get over with it quickly.

It's also useless to bring Heinz's Intelligence Card to anyone other than the order of Harz duchy knights.
Also, I will get to hear from the Duke as to why the bounty was assigned to Heinz the bandit.
If there is a story behind it, might as well hear it.

Having taken the worst-case scenario into account, I warp to Bode's

adventurers guild through the guild wall.
I enter the city of Bode and head to the Duke's castle.
If they ask to check my Intelligence Card, I can make excuse that I am still searching.
I hand the Intelligence Cards to a knight I know.

"Please wait a little. I will go and call the leader."

The knight head to the back.
Not calling him would have made me happier.
Am I asking too much to just receive the reward?

I also considered aiming for a time when the Duke and Gozer wouldn't be around.
But it will lead to more troubles later on.
If I went to Bode at an inappropriate time, and got myself involved in an incident, I might get arrested.
If I appear at usual time, take usual attitude and behave as if there is scheduled appointment, wouldn't it look like there is nothing special going on?

After a while, Gozer appears.

"Michio dono, have you perhaps brought the Intelligence Cards?"
"I was attacked the other day."
"Actually, we found a place yesterday on 12th floor of Haruba's labyrinth where protective cement was used."
"Oh, it was probably the same place."

Apparently, they have already found the location where the thieves set up ambush.
Just in time.
I am glad that I brought the cards today.

Also, it was correct decision to come here at usual time.
If I brought the cards at inappropriate time, they would have thought that I came here immediately after defeating the thieves.

"Is that so? I found it strange when we found the location of ambush but there were no thieves around. So I thought that they had already been defeated."

Gozer explains.
That is exactly what happened.
That's great. This will also serve as an evidence that I visit the labyrinths in the territory of Harz duchy, as I promised with the Duke.

"Leader."
"How did it go?"
"One of the cards belongs to Heinz."

The knight comes back, and speaks with Gozer.
So it really was Heinz the bandit's gang.

"There is no mistake?"
"Yes."
"Well then, Michio dono, please come inside."

After having confirmed with the knight, Gozer invites me inside.

"Okay."

I follow him inside the castle.
I was escorted to a location I had never visited before.

"Are you alright after fighting with Heinz's gang?"
"Somehow."
"To be able to defeat Heinz's gang, I am really surprised. It really is a great accomplishment."
"Well, I managed to defeat them somehow."

Gozar and I talk as we walk through the castle's corridors.
Unfortunately, there was no Intelligence Card for the pirate who exploded.
That pirate must have been the strongest in Heinz's gang.
It would have been better had his Intelligence Card remained intact.

"The person who defeated Heinz is Michio dono?"

Gozar brings me to a room where the Duke of Harz was waiting.

"It appears so."
"Oh, as expected of the person I have taken notice of. Are you alright?"

“Yes.”

To even defeat a formidable foe, my impression to the Duke seems to have improved even more.

“Last is Elmer’s. No card of Simon?”

There is a white box inside the room.
The intelligence cards were placed inside the box.
There was a knight who was reading the contents of the Intelligence Cards.

There is nothing written on the Intelligence Cards regarding how or when they died.
Is this device used to read the cards?

“Simon’s Intelligence Card is not there? But Heinz’s card is there, right? Great job, Michio dono. By the way, had Heinz’s job advanced to Bandit?”
“Heinz’s Intelligence Card is there, right?”

Gozer repeats after the Duke.
I did bring the bandit’s Intelligence Card with me.
Apparently, it was Heinz’s.
Then the pirate was Simon.

“Yes, Leader. Heinz’s Intelligence Card is here.”
“And there is no Intelligence Card of Simon?”
“That’s right.”

Gozar talks with the knight.

“Do you have any idea where he could be, Michio dono?”
“There was one thief the card of whom I couldn’t collect. He was quite strong.”

I can’t say I killed him.
It may lead to the question as to how I managed to kill such formidable pirates.
And I have no evidence to show that I killed him.

“So Michio dono didn’t kill Simon? Was Simon perhaps on another

errand alone? Or may be they split up? Or could he be hiding somewhere else?"
"There will be no threat to Selmar territory if it's only Simon who escaped. I will not allow him to have his way in my territory."
"That's right but…"

Gozer seems to be troubled.
He is concerned about Simon's whereabouts since it is his responsibility as knight leader to maintain peace and security.
You don't need to be worried, Gozer.

"This is the bounty."

The knight standing next to the box operates it.
Money comes out of the box.
Does this device also serve as a safe?

"Is this the first time you are seeing where the guild temple money comes from, Michio dono?"

The Duke questions me.
Was it showing on my face?

"It is, yes."
"It belongs to the knights guild's temple, and a knight is appointed to carry the duties here. It is possible to conduct the ceremony to change the job to Knight right now, if Michio dono wishes to become a knight. Want to give it a try?"

I try to use Appraisal on the box.
Certainly, it belongs to the guild temple.
Is this place the guild temple?

It's easy for me because I have Job Settings, but in general the job change ceremony is performed in the guild temple.
To become a knight, it is probably necessary to visit the temple of the knights guild.

"No."
"Well, you rarely find an adventurer who intends to turn into a knight. Also, it takes years of training as a warrior before you can become a knight. There's no substitute to years of training. If Michio dono

could become a knight just like that, I would be in a bind.”

The Duke laughs.
It was a joke, it seems.
Humor has never been a strong point of mine.

The condition to become a knight is to level Warrior job up to Lv30 after all.
I select Warrior job when I want to use [Rush]. Currently, it is at Lv29.
A little more to Lv30.

“Here it is.”

The knight hands the money to the Duke in a drawstring bag.

“You can exchange Intelligence Card for reward in any of the knights guild’s temple. This really is a convenient device.”
“I see.”
“But it is less than I thought.”

The Duke questions as he checks the bag he received from the knight.

“It may indeed be less. Although Heinz the bandit rampaged badly in Selmar territory, Simon has yet to be taken care of.”
“It does seem to be less. I heard that some members of the order of knights were done in by Simon alone. May be they assigned more bounty to Simon, Michio dono.”

The Duke seems convinced by Gozer’s explanation. He passes the money to me.
Like they announced, there doesn’t seem to be any verification of Intelligence Card.
I am disappointed that I couldn’t collect Simon’s Intelligence Card for the reward.

Chapter 96 - Unreasonable Demand

I respectfully receive the reward.

“Although I arranged a special case with the Emperor’s council to not check Intelligence Card, it was in vain.”

The Duke says.
Well, it was surely not in vain.
Don’t tell me that he is going to ask me to have my card checked now?

“Did you negotiate directly with the Emperor or his council office?”
“It was difficult convincing them but I finally managed to convince them that it is best using thieves to catch thieves. Don’t you agree, Michio dono?”

The Duke and Sherry seem to have same opinion.
However, as it turned out, the Duke was hasty with this idea.

“Well, in short term, it seems fine.”
“Oh, so you don’t think it will be effective in long run?”
“Err… no. When you hire a thief to catch another thief, a clear distinction between the controlled side and the controlling side disappears. It may not go well in long run.”

This is bad.
I have expressed disagreement with the duke. Damn it!

“So you believe that having knights take care of thieves is better? Actually, you may be right.”
“Hmm… so Gozer isn’t as inflexible as I thought.”
“But I believe it is effective in the short term.”

I follow up hurriedly.
I wonder if it was alright to express an opinion different from the Duke.

It will be purged.

“Did you call me?”

A voice comes in from outside.
We can wrap up this topic now.
God, is that you?

“Is that you, Cassia? Please come in.”
“Okay.”

A goddess indeed.
The door opens and Cassia walks in.
As beautiful as ever.
She is dressed in a light blue gothic outfit with slight exposure of skin.

She is brimming with grace, serene and elegance.
She looks like a noble lady from a painting.
Rather, she is the real thing.

A maid follows behind her.
The voice from earlier seemed to belong to this maid.
She is a beautiful elf as well.
However, the magnificent beauty of Cassia stands out the most.

“Michio Dono have the same opinion as Cassia. He believes that it is a bad idea to use thieves against other thieves since there needs to be a clear distinction between those hunting and those being hunted.”
“Oh, is that right?”

Cassia looks at me and smiles lightly.
The smile of a goddess.

“Because there is a possibility of collusion?”
“That’s right. It’s not appropriate for a noble’s part to be played by anyone other than a noble.”
“Even if it’s an emergency, you need to consider when to hire a thief to catch another thief.”

I can’t help but stare at Cassia.

Earlier, I was concerned about disagreeing with the Duke, but it seems to have gone well.
It wasn't purged.

"Well, that is no longer necessary. Rejoice Cassia for Michio dono has punished Heinz's gang."
"Oh dear."

Cassia opens her eyes wide, and looks at me with a joyous expression.
How much these blue eyes extend to.
I feel like I am being absorbed.
Actually, I would love to be absorbed into her.

"Only Simon managed to flee, but he can't do much by himself. I wouldn't be surprised if he has dropped dead already."

That is indeed the case.

"Thank you very much. Heinz was active in the Earl of Selmar's territory, my parents' home. A few Acquaintances of mine were murdered by Heinz. Thankfully, Michio sama took revenge for me, too."

Cassia bows.
Her beautiful, shiny golden hair cascade.

"No, not at all. I am grateful for your words."
"I got worried when I heard they were in the Earl's territory. The residents of Selmar will feel relieved with this, too."
"I am honored to be of help."

It is enough for people of Selmar just to have had Cassia worried.

"Was anyone in Heinz's gang equipped with a ring?"

I am asked by the Duke.
I take out the Ring of Determination from my Item Box, and pass it to the Duke.

"By a ring, do you mean this ring?"
"Oh. No, it should be different from what I remember."

Well, Ring of Determination was reborn by the Character Reset.
It can't go back to how it was before.

"I only found this ring."
"Don't worry. I do not doubt Michio dono. Gozer, what do you think?"
"Well, I think there were more scratches. May be the ring was polished?"
"Heinz stole the Ring of Determination from the Earl of Selmar. It originally belonged to my house. When i married Cassia, I presented it as betrothal gift."

The Duke explains the situation.
So originally, it was an accessory that belonged to the Duke?
And then the Ring of Determination was presented as betrothal gift?

"Betrothal gift…?"
"It's contrary to the custom of commoners. In case of commoners, males fight against monsters. Therefore, the number of males decreases while the number of females increases. For this reason, at the time of marriage, females need to offer dowry. If the dowry is not enough, it could lead to polygamy. However, in case of nobles, since very few nobles fight against monsters, males are not any less than females. Therefore, the male has to present a betrothal gift at the time of marriage."

The Duke, thinking probably that I didn't understand, explains about nobles' betrothal gift.
Well, I did not even know about the dowry of commoners, let alone nobles' betrothal gift.
In case of commoners, the female seems to pay the male money and goods at time of marriage.

In the past, men used to get killed in wars. I heard stories about Islamic religion allowing polygamy for this reason.
Is this similar to that?

"I see."
"If this is the Ring of Determination Heinz had, I'd like to buy it by all means. Are you fine with it?"
"Does it have a history?"
"It is something my ancestors from five generations back received

during fixation.”

It really seems that the Ring of Determination came out during fixation.

“So it has such a history.”

It can not be helped.
I don’t see any reason to refuse.

“Then I will receive the ring and have it appraised right away.”
“Okay.”

The Ring of Determination was taken from me just like that.
What about the price?
Will It be the same as having to follow the price set by lords?
Since it concerns the Duke and Cassia, I don’t think the price will be low however.

It feels like receiving a blank cheque.
They will pay the price I write.
It will be a problem in itself.

“I want to take Michio dono to the Earl of Selmar. What do you think, Cassia?”

The Duke throws a frightening suggestion.
I am fine with just getting the compensation.

“Yes. There should be words of thanks from the Earl of Selmar, of course.”

Cassia agrees with him.
Now I have no choice but to go.

“There should be. Are you okay with that, Michio dono? They just need to spare some time and bow their heads. It doesn’t need to be formal. It will not go bad nor will it trouble you. I would like Michio dono to go in person.”
“I see.”
” The thieves were taken care of thanks to Michio Sama. I will appreciate if you give the Earl of Selmar the opportunity to express

his gratitude as well.”
“I understand.”

Since Cassia is asking of me, I can’t refuse.
I want to decline it if possible, but I can’t find a reason to refuse.

“If I killed the thief which the Earl of Selmar couldn’t get rid of, It would be something I could take pride in.”

May be that is the true intention of the Duke.
I wonder if the relationship between the Duke and his in-laws is bad since he stole their beautiful daughter.
Can you please not involve me in your personal matters?

“I will arrange a day with the Earl of Selmar. It will not be immediate however. So Michio dono, can you come to Bode again in the morning three days from now? I will have the date decided by then.”
“Okay, three days. Then I will come here again in three days.”

I bow to Cassia and the Duke, and take my leave.
It is about time to end this conversation.

I don’t mind being forever near Cassia, but I can not say that.
There is also a possibility that I would be asked of more unreasonable demands.
Also, I should withdraw before I am asked to show my Intelligence Card.

“Michio dono, from here please.”

Gozar sees me off to the lobby.

“Gozer dono, is there perhaps a village or a port or may be a place where I can acquire a lot of fish from?”
“When you speak about fishing village, Hafen comes to my mind. It is famous for the quality of fish. If you wish to, I can ask one of our adventurers to take you there.”

As I thought, there seems to be a good fishing village in the territory of Harz duchy.
I conjectured that the Harz duchy is close to the sea when I heard that amber is mined there.

I guessed that the sea will be to the north.

“This is Hafen.”

The adventurer brings me to what seems to be the fishing market of the village.
The air is filled with smell of the sea and fish mingled together.
The sellers are displaying the fish and interacting with the buyers.

“You are not a member of the order of knights. How can I help?”

As soon as we arrive, an elf approaches us.
He appears to be from this fishing village.
Village Chief Lv3

“I want you to listen to this person’s request. With this, I am off.”

The adventure who brought me heads back immediately.

“So, how can I be of help?”
“Is it possible to buy fish from here?”
“Yes. There is no particular restriction.”

Since the adventurer went home, I speak directly with the chief.
This looks fine to me.
That’s all I needed to hear.

“Is it always busy like this?”
“Every morning, we drop the net in different location. The quality and quantity of the fish caught is purely based on luck. The fish we catch are sold here. Today, It was quite a catch.”
“Okay. From now on, I will be coming here to buy fish.”
“We will be waiting for you.”

I make a new acquaintance and go back home.

After returning, I confirm the prize money.
39 gold coins and 52 silver coins.
395,200 Nars.
Although the Duke said it’s less, is it really less?

Among the eight Intelligence Cards I had, six thieves had low levels.
About ten to twenty each.

Those six probably value around 100,000 Nars.

There was one high level thief. The bounty for that one should most likely be 100,000 Nars.
And Heinz the bandit's bounty will be about 200,000 Nars.

It does seem less after all.
But can I say that now?
It is late now to say that.
Even if I complain, there is no reason for them to increase it.

"Now that I have turned in the Intelligence Cards, I can go back to Haruba's labyrinth."

I tell the three at breakfast.
Also, since the thieves were killed, I don't think their companions will return to any labyrinth in the territory of Harz duchy.
I can insist that Simon's whereabouts remain unknown if it comes to that.
But I don't think they will stick to this matter.

"The monster on 13th floor of Haruba's labyrinth is Pig Hog."
"The weakness of Pig Hog is water magic, right?"
"That's right."

I confirm with Sherry.
The monster on 12th floor of Haruba's labyrinth was Grass Bee whose weakness was wind magic, while the weakness of Pig hog, the monster native to 13th floor, is water magic.
It would be more efficient to go to 16th Floor of Quratar's labyrinth, but I can't help it.
I can't afford to act out of convenience now.

Well, there is also the possibility of using guide to reach 16th floor of Haruba's and Tare's labyrinths, but it will be meaningless if the monster lineup is different.
It is safer to explore the floors in order then.
I should get the Adventurer job as early as I can, but I can not level Explorer job to Lv50 in two days.

"With the money in respect of bounty, we should consider increasing

party members.”
“Yes, certainly.”
“I don’t mean right now. We will wait until Miria gets familiar.”
“××××××××××”
“Yes.”

I reiterate my intention to expand my harem.
But I will wait until Miria doesn’t need Roxanne for interpretation.
And it will take time until she masters Barhim language to the level of being able to make conversations.

“Also, I sold the Ring of Determination to the Duke of Harz. Apparently, it was obtained by the Duke’s ancestor during fixation. I am sorry, Miria.”
“So it was like I thought.”
“Yes.”

Sherry and Miria nod.
After all, when Sherry equipped the Sacrificial Misanga, Miria received the Ring of Determination.
However, It ended up being for just one day.

Miria doesn’t show any sign of disappointment at all.
But it was supposed to be her equipment. Is she really okay with it?

“As compensation, the knight leader introduced me to a fishing village in the Harz duchy. How about we go there the day after tomorrow?”

I follow up with a suggestion.

“Wow. Yes.”

Miria’s eyes shine when Roxanne translates.
As expected, she cares more about fish than equipment.

Chapter 97 - North Sea

"The territory of Harz duchy is to the north. There is bound to be lot of seafood in the fishing village."
"Is that right?"

For some reason, Sherry cuts in the middle when I was speaking.
This is bad.
I heard that the North Sea on earth is full of fish.

Though it may not be the same for this world.
I can't say, however, that the South Sea doesn't have a bountiful of fish.

"Yes. There is supposed to be plenty of fish in the north."
"I think there are more animals and plants existing in south because the wind there is warmer than in the north."
"But that applies only to land."
"Miria heard that more fish can be caught in the north, but she doesn't know the reason."

If Miria says so, then it most likely is the case.
That's a relief.
The conditions here seem to be similar to earth.

"Why are there more fish in the north? It is a mystery to me."
"Mystery, desu."

Sherry and Miria are getting along pretty well.
It is strange.
I am puzzled because these two are on opposite sides of Roxanne.

"There is only water in the sea. Therefore, basic nutrition isn't enough."
"Is that true?"
"That's right. So, where does nutrition in the sea come from? When a fish dies, it sinks to the bottom of the sea. The small insects disassemble the sunk fish. Then big bugs eat small insects, which in turn are eaten by small fish. Big fish eats small fish, and when big

fish dies, it again sinks to the bottom of the sea. The nutrition in the sea circulates like this. Therefore, the nutrition exists at the bottom of the sea. While the bottom is rich in nutrition, there is little nutrition in other parts. The number of fish in the sea will not increase without enough nutrition. This is the basic cycle of the sea."

I teach them what I learned in biology class.
I don't think they will understand bacteria, organic matter or food chain even if I explain.

"××××××××××"
"Water is cold at the bottom of the sea. In the South Sea, the surface heats up during the day, so the temperature of water increases. Therefore, it's difficult for the warm water at the surface and the cold water at the bottom to mix well, so the nutrition at the bottom does not spread around the sea. On the other hand, in the North Sea, the water both at the bottom and at the surface is cold, so it gets mixed well. Therefore, the nutrition at the bottom tends to spread around the sea. This is the reason why the North Sea has plenty more fish than the South Sea."

I wait for Roxanne to translate what I explained.

"As expected of Master. Miria says it is her first time hearing this."
"Hmm… I smell a lie."
"Amazing, desu."

Sherry and Miria show opposite reaction.
While Miria is honest, Sherry is skeptical.
Miria's response is probably due to Roxanne's education.
But Sherry doesn't seem to trust me at all.

"What do you mean by 'I smell a lie'?"
"Hmm"
"But it really is true."
"You aren't trying to deceive me?"
"I am really not trying to deceive you."

Why would I?
I don't think I ever lied to them.
"You found something wrong in what I said?"

“…”

Here we go again.

“The surface of the South Sea is warm while surface of the North Sea is cold. Up to this point, I understand. But wouldn’t that make the bottom of the North Sea colder than the South Sea? But the temperature does not change according to you.”
“That’s a good question. If the water becomes too cold, it will freeze and the ice will float to the surface.”
“Ice will float to the surface?”

Huh? Does sherry not know about ice?
Oh, apparently this world does not have a refrigerator or freezer.

“Ice will float on the surface of water. Have you not heard stories of how the surface of a lake freezes in winter?”
“I have heard that.”
“It is the same thing. When it becomes excessively cold even in the North Sea, the surface gets covered in ice, so the water at the bottom doesn’t become cold anymore. For this reason, the water temperature at the bottom does not greatly differ between the two seas. Only the surface temperature differs.”
“Hmm… I see. I feel some of what you just said sounds logical.”

Oh
I have finally managed to convince Sherry.
Victory for science.
Although this step is small, It is a great step forward for mankind.

After finally convincing Sherry, we head to 13th floor of Haruba’s labyrinth.
I needed five Water Storms to kill two Pig Hogs and two additional Breeze Balls for Grass Bee.
A total of seven spells.

“So it is as I expected.”

Seven spells huh?
It is not that different from 16th floor of Quratar’s labyrinth.
Battle duration is almost the same as well.

I think we can clear all the way till there.

“It will be fine. We can already fight on 16th floor of Quratar’s labyrinth, so It will not be that difficult here.”

In Roxanne’s opinion, it’ll be safe here.
“However, the efficiency is bad.”
“Even if battles are long, we haven’t suffered any damage.”
The battle duration for 13th floor here is same as 16th floor of Quratar’s labyrinth.

“Well, there is no helping it.”
“There is the request of the Duke as well.”
There is no problem in exploring 13th floor of Haruba’s labyrinth but exploring 16th floor of Quratar’s labyrinth will help me in becoming adventurer quickly.

Later that day. After exploring 13th floor of Haruba’s labyrinth, I get some chores done.
First, I receive the maid clothes for Miria from the clothing store in the Imperial capital.
Has it already been 10 days since Miria arrived?
It will be better to get more familiar with her before increasing harem members.

Evening. I return home with Miria’s maid clothes.
Roxanne and Sherry bring their own maid clothes as well to the living room.

“Then I will teach Miria how to dress up.”

Roxanne says and starts to take off her clothes.
When Roxanne takes off her clothes, her big and soft breasts make their appearance.
I can’t get used to them no matter how many times I see them.
They are the best no matter how many times I look at them.

A big and fascinating chest is hidden in graceful, blue housemaid clothes.
Swaying, shaking, squeezing, but remaining hidden.

That’s outrageous.

Outrageous indeed.
They are held beneath the maid clothes, so they won't move.
This suppleness is wonderful as ever.

As for Miria's maid clothes, it is similar to Roxanne's and Sherry's maid clothes except for the apron.
Small cat ears on top of maid clothes look great.

"But why are you changing here?"

If you changed in the bedroom, I would have been able to push you down on the bed.
Or perhaps you didn't want me to do that?

"Well, we change here and then master will carry us to the bed."

So it was like that.
Of course I will carry you.

I pick Roxanne up as I put one arm on her back and the other one under her knees.
I hold her smooth body on my arms while I slowly and gently carry her to the bed.
I stare at her breasts jiggle like a baby.

I can feel her softness and suppleness in my arms.
Everything about her feels great.

Sherry's petite body is lighter.
I place my arm above her delicate feet, and hold her tightly to my body.
I carry her small body easily.

Lastly, it is time to carry Miria.
As I hold her, her ears start twitching.
Miria became quiet as I gently carry her in my arms.

Now that I have carried them to the bed, it's time to eat them.
Of course I will eat them up.
When I was eating the three of them, I forgot to prepare the meal.
It was delicious.

Next morning. We go to the fish market in Hafen.
There is a strong scent of fish and the sea.

“Ooooh!”
I watch as Miria tries to say something.
She wants to say something.
I get what she wants to says.

“When would you like to eat it? At breakfast or at dinner?”
“I would like it for dinner. Although I’ll have to wait, it’ll taste more delicious later.”

Roxanne translates her answer.
She seems fixated over other things at the moment.

“Then choose your favorite.”
“Yes, desu.”

We follow around the market after Miria.
There was a good variety of fish on the market.
Although few, lobsters and crabs are being sold as well.
Before long, Miria starts a deep conversation with an old lady in a shop.

“Are they able to communicate?”
“I don’t know. The Bana language she is using is a little different, but understanding each other is possible if they speak slowly.”

Both Roxanne and Miria speak the same Bana language.
But it is not so in case of this old lady and our catgirl.
The language that Miria speaks and the language that the old lady speaks differ as much as Spanish differs from Portuguese.

“This, desu.”

Miria looks back at me while pointing to a fish.
The small fish looks like Mackerel.
Has she decided on Mackerel?

“Eight of this one, desu.”
“But there is nothing to put it in.”

I don’t have a shopping basket.
Bread is held in hands and vegetables are normally carried in the backpack at the time of returning home.
I want to avoid fish odor coming from the backpack.
Miria may like it though.

“××××××××××”
“××××××××××”
“She is saying we can have a bucket for 20 Nars.”

Roxanne negotiates with the old lady in the shop.

“Then a bucket and 8 of that fish.”

When Roxanne translates and places the order, the old lady leaves the shop and goes somewhere.
Probably to bring the bucket.

“××××××××××”

While pointing at the fish, Miria explains more about it.

“Internal organs of this fish need to be cleaned carefully, so that it doesn’t bleed.”
“I see.”

So you need to carefully handle it huh?
Or the taste will change.
Although modern-world fishing is vastly different from here, there are some similarities.
As expected of Miria.

The old lady is back with a bucket.
It’s a flat tub with handles, like the one used for delivery from sushi bar.
Miria puts eight fish in the bucket.

“That’s 28 Nars.”

Roxanne translates the price.
That’s cheap.
1 Nar for each fish?

30% discount doesn't seem to be effective in the old lady's case.

"Is this all?"
"Yes, desu."

Since Miria nods, We go back home.

"They are small. Is this really okay?"
"It seems the fish were caught in seine. The fisherman who caught the fish said she can also catch fish smaller than her palm. The small fish are cheap, but if prepared carefully, they can be very delicious."
"I see. As expected of Miria."
"Yes, desu."

Miria sticks her chest out proudly.
I pat her head.

We keep the fish in the kitchen until evening.
In the evening, Miria cuts it down into three pieces and sautes it.
It has crunchy texture but it's chewy to eat.
It's delicious.

"It is delicious."
"Yes, desu."

Miria finishes eating her fill quickly, and starts staring at the dish when I distribute it to others.
When the dish moves to left, Miria's eyes follow it to the left.
When it returns to right, Miria's eyes return to the right.

"…I don't think I can eat any more fish."
"I think I have eaten enough as well."
"Me too."

I knew it would come down to this.

"You can eat the remaining fish, Miria."
"Yes, desu!"

We were forced to concede today again.

Next morning. It is the day I agreed with Cassia.
I assume the worst situation and warp to Bode's adventurers guild,

and then walk to the castle.
I doubt it will be pleasant introducing a person of unknown origin to the Earl.
They may even ask to check my Intelligence Card as well.

Still, I can't think of an appropriate way to decline a request from the Duke and Cassia.

It was my grandfather's will.
→ What exactly was his will?

It is a formal occasion.
→ Am I not always granted audience with the Duke?

Because my party member died in the fight with the thieves, I can't be the only one to receive honor.
→ Didn't I say that others are safe?

I have suffered critical injury after shameful defeat to a monster in the labyrinth.
→ It can be healed using recovery pills.

I have to go back to my hometown because my parents died.
→ It will be a problem if they find me in Quratar.

Sudden illness.
→ It will buy me a few more days at best.

No. I have really been feeling pain in my stomach for a while now.

Well, I can always runaway without saying anything, but I may not be able to continue being adventurer if I am declared as fugitive.
Well, there is nothing serious at present to run away under the cover.
There's no helping it since I have already come this far.
I can quit later if it needs be.

I sort my thoughts as I enter the castle.
Both Cassia and the Duke were waiting in the lobby.

Cassia is wearing elegant light purple dress, with hair accessory resembling tiara.

She really is beautiful.
The Duke is wearing flashier clothes than usual.
Both are dressed up.

“Oh, if it isn’t Michio dono. We have been waiting for you. But why did you come from outside?”
“Err… no, I was just-”
“Well, it doesn’t matter now. Are you coming with us?”

How can you say it doesn’t matter?
So there is no longer a need to hear anything from me?

“Where?”
“We are headed to the Earl of Selmar’s place.”
“Right now?”
“That’s what we talked about three days ago.”

Didn’t you say you would inform me of the arranged date in three days?

“I am sorry, Michio Sama. I tried to arrange for a time that would work with the busy schedule of his highness. Today was the best time to visit the Earl of Selmar’s place.”

Cassia bows.
A faint fragrance drifts to me as her beautiful hair waves.
Did Cassia wear a perfume because she is visiting the Earl of Selmar?
It’s a sweet fragrance.

Cassia’s dress is elegant and pretty.
Gorgeous dress and hair ornamented with jewels make Cassia even more beautiful.
If I am going with Cassia, I don’t care about anything else.

“It doesn’t matter; it will be settled quickly. If Michio dono likes the place, he can visit again any time.”
“I’ll be in your care then.”
“Very well.”

I bow to Cassia in return.
I’ll just ignore the Duke. I’ll ignore him.

The Duke is unusually impatient today.
I should have expected it would come to this.

Chapter 98 - Bluff

“Well then, ready to go?”
“What about my clothes?”
“I don’t mind if you stay as you are.”
“And the sword?”
“There will be no problem if you put it in your Item Box.”

I try to find various excuses, but he rejects all of them.
I joined the party of an adventurer of the order of knights, and was taken to the Earl of Selmar’s residence.
Via [Field Walk], we arrive at a place that looks like a lobby.
Doesn’t it have the same construction as Bode’s castle?

“Six people, including the Duke of Harz, have arrived.”

The knight from our party announces to a knight from the other side.

“I have been waiting for you. Please allow me to be your guide.”

The knight from the other side responds respectfully.
It seems there was already an arrangement.
It would be troublesome otherwise.
It’s great that the one who set up this meeting was Cassia, not the Duke.

“I will be in your care.”
“The five people, except the adventurer, please follow me. As for the adventure, please wait here.”

The guide knight heads inside.
But I am supposed to be an adventurer as well.

“Let’s go then.”

The Duke nods at me, and goes inside.
Do I take that nod as ‘there’s no problem?’

Cassia follows after him.
I follow them inside since I can not afford to fall behind.

After walking for a while, and then going up stairs, we finally arrive in front of a big door.

“The Earl is waiting inside.”
“Mhm, you two wait here.”

The duke entrusts one of the knights in our party with the Orichalcum sword.
Only the three of us go inside: the Duke, Cassia and myself.
It seems even the Duke is not allowed to carry a weapon beyond this point.
I have already put my weapon inside my Item Box, and it seems Cassia didn’t bring any weapon with her.

The knight guiding us opens the door.
It isn’t a large room.
It is a small, throne room.
A plump elf is seated on a chair in the center.

So he is the Earl of Selmar.
40-year-old Lv21 Knight.
Considering his age, his level is not high.

An elf can be plump?
Eventhough he’s plump, he’s good looking, which pisses me off.

A huge curtain is hanging behind the chair.
I have seen the pattern on the left before.
It is the emblem of the Harz duchy.
The Duke walks arrogantly toward that emblem.

“Come inside, Michio dono.”

Cassia calls me.
I thought the order would be the Duke > Cassia > me, but it seems to be the Duke > me > Cassia.
I bow, and follow after the Duke.

I was instructed to bow my head.
This should be fine.
The Duke doesn’t bow. I didn’t expect him to bow anyway.

Cassia follows from behind me and lines up next to the Duke.
I could smell her perfume when she passed by my side.
That's a relief. I have been hidden by the two people standing in front of me.

"Your excellency, I am glad you came. It's been a long time, Cassia."
"Yes. I am glad uncle is in good health above everything."

Cassia replies to the Earl of Selmar.
Earlier, Cassia said it was her home, but it was apparently her uncle's.
Let's continue with the conversation without touching any sentimental topic.

"And that person is?"
"This person is Michio dono. He splendidly defeated Heinz the bandit."

The topic moves to me before long.

"Oh, how fortunate."
"This person defeated Heinz without any trouble. Michio dono is also assisting us with clearing the labyrinths in our territory."
"I am envious as our territory only has the order of knights."

I am getting a chill down my spine from the Duke's and the Earl of Selmar's conversation.
This conversation seems strangely hostile.

I am really lucky.
That he's on my side.
I didn't think I would need support here.
Is this an appropriate place for such a conversation?

Is it alright for the heads of their terrtories to behave like this?
This is not right. It sounds more like kids' quarral than a meeting.
I could even say they are oblate (children) wrapped up as adults.
I am not sure if their mental age is as high as their physical age.

"Of course I noticed that. Your knights were useless in capturing Heinz or even clearing the labyrinths."
"Your knights couldn't defeat Heinz as well."

“Does the Earl of Selmar wish for Michio dono’s assistance?”
“It is questionable relying on your knights if they must rely on others.”

It’s reaching new lows with every passing moment.

“Come to think of it, the gang of Heinz were equipped with a ring. Isn’t that right, Michio dono?”
“Oh, yes.”

I answer the Duke while bowing.

“It came as Ring of Determination with Armor Appraisal. Do you have any idea, Earl of Selmar?”
“N-No. I don’t.”
“I thought so. I will be keeping the ring then. If you say you need it, I am willing to sell it.”

I heard that Heinz stole the Ring of Determination from the Earl of Selmar, but it was apparently not made public.
What would happen if this secret is out?
Well, if it’s made public that a thief stole from the Earl, he would look foolish.

If an item, which was presented as a betrothal gift, gets stolen from you and the person, who presented the gift, recovers it, wouldn’t you lose face?
Did the Duke bring me along for this?
He wanted my testimony that Heinz had the Ring of Determination?

“By the way, I heard that Heinz the bandit was defeated by an adventurer. Such a thing is impossible.”

Suddenly, the direction of the conversation changes.

“Him, may be?”
“May be not. There was probably some mistake.”
“O-Of course not!”

The Duke panics.
Is the adventurer job really that useless?
The adventurer of the order of knights was also asked to stay at the lobby.

Adventurers can move anywhere using [Field Walk].
I guess it is to prevent them from wandering around the castle.
Did the Duke know and just ignored it?

“If you brought an adventurer to the throne room inside the castle, there would be suspicion of ill-intention toward the territory of Selmar.”
“It would be.”
“It is easy to check the Intelligence Card, but to doubt the person that Duke brought alongside him.”

The Earl of Selmar is trying to set him up.
I wonder from where did he hear that I was an adventurer.
The Earl of Selmar is Cassia’s relative.
There is a possibility that it was the maid attending to Cassia.

“So then.”
“Apart from that, how can I show my sincerity?”

Prostrate on the ground somewhere if you really feel any sincerity inside you.
Sincerity is that tough to show.

“No way, you will not.”
“Of course I don’t doubt you, but there still remains a little doubt.”
“Then.”
“The question still remains unanswered.”

Most likely, the Earl of Selmar is confident that I am an adventurer because of the Duke’s attitude.
Does he intended to press this on for some sort of concession?
The Duke made me testify that Heinz had the ring. The Earl of Selmar pointed out that I was an adventure and I shouldn’t have been brought along.
Are both of them going to pull out as a draw?

“Uncle!?”
“There is no doubt, of course, toward neither the Duke nor Cassia.”

The Earl of Selmar rejects Cassia’s objection.
The fight between the Duke of Harz and the Earl of Selmar doesn’t

matter.
The result of their fight doesn't matter.

But it is unacceptable if it is going to trouble Cassia or make her suffer.
I raise my head.

"Okay, I understand. I'll have my Intelligence Card checked if it will help clear your doubts."

The knight at the back approaches me.

"But I can't allow you to insult Michio dono."
"I don't mind."
"Not only Michio dono, but to insult Cassia whom I have brought along."

The Duke is enraged.
It is not possible for the Duke to know that I am not an adventurer.
It is my first time seeing this attitude of his.

In other words, the Duke's speech was a bluff.
I won't be troubled by having my Intelligence Card checked but the Earl of Selmar will be. He has already taken the bait, all that's left is raising the latch.
Let's make the Earl of Selmar drop out from the game.

Like the Duke, I guess he is also political personality. After hearing me agreeing to it, he immediately proceeds with it.
It seems he is accustomed to political bargaining.

"No, there's no need to go that far. The Duke and Cassia need to bow and apologize."
"I will not allow the Duke and Cassia sama to bow for my sake. Please go ahead and check."

As for me, however, I'm not bluffing.
I extend my left arm to the knight in front of me.

Cassia anxiously stares at me.
The Duke watches me in silence while maintaining a poker face.

“…Do it.”

Did he see through their bluff from the change in their expressions? Did he lose the chance to pull back? Anyways, the Earl gives the order to proceed.
The Duke leaves it to heaven.
The knight reads my Intelligence Card.

“Michio Kaga Sama. His job is Explorer.”

The knight announces.
Of course, there is no way it will show as adventurer.
Because I am not an adventurer.
The Duke and Cassia have surprised look. The Earl of Selmar has frozen.

“I will inquire you further regarding this matter some other day. For today, allow me to excuse myself.”

The Duke turns and goes toward the exit in large strides.
Cassia chases after him as well.
The knight, who read my card, hurriedly runs to open the door.
The two knights, who were waiting outside, rush immediately to escort the Duke.

“The sword.”

The knight holds out the Orichalcum sword.
The Duke receives the sword, and continues onward in a hurry.
I follow after him, too.
The duke doesn’t say any word until we return to Bode from the lobby.

“I am sorry, Michio dono. The protective cement is used for the Earl of Selmar’s castle but there is an old-fashioned tradition that does not allow adventurers inside. I did not think he will bring that up.”

After arriving, the Duke complains.

“The story of Michio sama being an adventurer, he most likely heard it from one of the maids that I brought with me from my home. I should have forbidden her from mentioning it.”

“It is a little late now. I was careless as well.”
“I didn’t think the Earl of Selmar will come up with this kind of harassment.”

Cassia shares the same opinion.
But I don’t understand what was that sudden accusation toward the Duke and Cassia about.

“Still, I was surprised that Michio dono changed his job to explorer. When your Intelligence Card was being checked, I broke into cold sweat.”
“I thought something like that might happen.”
“It is not impossible to change job from Adventure to Explorer. And it seems some places still have the old custom of not allowing adventurers inside an aristocrat’s home. But to have foreseen it, well done. As expected of Michio dono. Perhaps that was the reason why you didn’t come into the castle through the wall of the lobby?”

The Duke is making his own assumptions and drawing his own conclusions.
I am really glad that I thought of the worst case and came into the castle from outside.

“It turned out fine by chance.”
“Well done. By the way, how will you go back home? If necessary, I can send someone with you.”
“My friends are waiting outside.”

I properly decline.
Normally, in order to change back, I must change job at some adventurers guild.
I still don’t know if I can visit any guild, or If i need to visit specific guild to change my job, but I shouldn’t let him know about that.

“As for the ring that I kept the other day, it was undoubtedly the Ring of Determination. I will pay twenty gold coins for it. Is that okay?”
“I am grateful.”

“Twenty gold coins?”
It is more expensive that I thought.
No matter how generous he is, If I think about the prices of the other

accessories, the market price for this ring should be about 100,000 Nars.
Which means, it's double the price.

As it was arranged already, another knight brings a drawstring bag (pouch) immediately.
The Duke hands it to me.

"Then Michio sama, thank you for your time today."

When I receive the drawstring bag (pouch), Cassia expresses her gratitude as she heads inside.
I am glad that I get to smell her sweet fragrance until the end.

"Then I will take my leave."
"Mhm, thank you for your help today. I hope to see you soon."

There is no reason to stay here since Cassia has left.
I walk until I was out of the Bode castle.
In order to make sure that I was not being followed, I walk till Bode's labyrinth.

"How far has the exploration progressed?"
"10th floor."

I talk with the explorer at the entrance, and then head inside.
if I was being followed, they would not know which floor I went to once I entered into the labyrinth.
I only go to 1st floor though.
From the small room on 1st floor, I immediately go back home.

"Sorry, did I make you wait?"
"No, it is alright."

The preparations for breakfast were already done when I arrived at home.
I was planning on coming back after hearing the appointed day.
I didn't think I will be taken there immediately.

These kind of things happen.
The duke likes to play tricks.

I sit down on a chair and breathe heavily.
I am tired today.
Even though it is still morning.
It feels like I have lost a few years of my life.

But I am not that tired to take a rest yet, so I enter the labyrinth.
By the end of hunting for the day, my jobs increase by two.
Once Warrior hits Lv30.

Bounty Hunter Lv1
Effects: Small Increase in Dexterity | Slight Increase in Strength | Slight Increase in MP
Skill: Ignore Life and Death

Knight Lv1
Effects: Small Increase in Endurance | Slight Increase in Intelligence | Slight Increase in Spirit
Skills: Defense | Appointment | Intelligence Card Operation

Bounty Hunter and Knight.
Both jobs acquired from leveling up Warrior job?

Had I got the job earlier, I could have set the Knight as first job when they checked my card earlier at the Earl of Selmar's place.
The Duke would have certainly been surprised.

Well, I don't think I should put myself in danger for only a petty prank.

The condition to acquire Adventurer is to have Explorer Lv50.
All the adventurers already possess Explorer job.
Because the person he believed to be an adventurer turned out to be an explorer, the Duke didn't object.
If I was knight instead of adventurer, even he would be suspicious.

Chapter 99 - Regional Activities

“Do you know about [Ignore Life and Death] skill of Bounty Hunter?”

I ask Sherry.

“I read this skill is used to give death blow to monsters and bandits.”
“I see.”

Nope, that’s what I thought too.
There is no doubt that Ignore Life and Death skill is a single target attack skill.
When I invoked the skill, it prompted me to select a target.
However, I was only prompted to select a target. There was no option to trigger it.

Or perhaps the skill only did slight damage?
I attacked Grass Bees many times before taking them out in 8 spells. So if it did any damage, it was insignificant.
There is a possibility that it relies on weapon. If that’s the case, the one I have is useless.
I can’t expect much of the rod in terms of attack power.

By the way, when I switched Monk with Bounty Hunter, I needed 8 spells to take monsters out, even though they were weak against that magic.
Five Water Storms to kill Pig Hogs, with another three Breeze Balls to take out Grass Bee.
To make sure, I fight another group of four monsters. Five Breeze Storms were needed to kill two Grass Bees, with two more Water Storms to take out two Pig Hogs.
(Since Grass Bees have poison, it is better to defeat them first if they are same or more in numbers.)

The only thing I changed was exchanging Monk with Bounty Hunter.
Monk is set as forth job, but the effect seems to be the same.
When it leveled up to 10 then 20 and 30, I didn’t notice it, but when it levels up, the effect seems to increase indeed.

Well, it was reduced from Monk Lv40 to Bounty Hunter Lv1.
A little drop in status is unavoidable.
I increase jobs to Six, and open job settings to add Monk and Knight.
Monsters were defeated in seven spells since Monk is back.

Monk was effective even as sixth job.
As an experiment, I switch Bounty Hunter and Knight jobs with high level Alchemist and Merchant jobs to test 'Increase in Intelligence' effect, but there was no change.
I knew such an unreasonably large effect would not exist.

I added two jobs with same effect, but the status doesn't seem to have increased by the same degree.
If it were the case, it would be great to add seventh job.
So the bonus is small then?

I am starting to think [Ignore Life and Death] may be a recovery skill, not offensive skill, as it took eight spells to defeat the first monster.
Regardless of the target's health, it remained alive after using the skill.
The result remained the same with or without using the skill.
However, the skill belongs to Bounty Hunter which is not a healing job.

"It can kill the monsters on first few levels with a single blow. I also heard the more experience you get, the stronger and easy to trigger it gets."

Sherry further explains.
It will really be the strongest skill if it can deliver 100% guaranteed death blow without any risk of backfire.
Does it mean the trigger chance is affected by a parameter such as level?

So it might activate against level 1 monsters.
It will probably not activate here since it is only Lv1.
Although it hasn't used MP yet, it doesn't mean it's a no-cost skill.
It would not be categorized as skill if only strength was needed to use it.

I take a look at the skills of Knight job next.

There is no prompt to select target in case of [Defense].
But there are no other options either. It seems to be a fully defensive skill from the name.
May be it increases defensive power?
I use it with Durandal, but I still don't notice anything.

[Intelligence Card Operation] seems to work normally.
I am interested in what kind of operation is possible, but it is not a good idea to do it right now.

What does [Appointment] do?
It asks me to select a target as well.
It doesn't look like an offensive skill, as it tries to select Roxanne.

Whoops
When I use [Appraisal], her job was Village Chief Lv1 instead of Beast Warrior Lv32.
The skill is to appoint head of village.

I try to appoint Sherry and Miria as well.
Only Miria gets appointed as Village Chief Lv1.
I can't appoint myself though.
It seems I can't specify myself as target.

Perhaps I couldn't appoint sherry because she was carrying a recovery medicine in her Item Box?
Earlier, I couldn't change Explorer job when I had some items in my Item Box.
May be the reason it couldn't change from Master Smith is similar since she has something inside her Item Box?

Since [Appointment] assigns Village Chief as first job, Master Smith needs to be removed first.
I take a look at Party Job Settings, but it seems she doesn't have Village Chief job yet.

"Sherry, do you know about Knight's [Defense] skill?
"It is a skill to increase defense for a while. It is usually used in boss battle."
"I see. So it's good for boss battles huh?"
"That's right."

Like I thought, it is a skill that increases defense.
Well, I can shut out almost all the boss fights, but it will be a useful skill in the future.

“It is a really useful skill. In the future, a knight will probably be necessary. Would anyone of you like to become a knight?”
“If I will be of use to Master, I would like to do it.”
“It will require a long period of training as warrior to become a knight.”

Roxanne immediately raises her hand. Sherry shows her concern.
Is there even such a problem?
Miria’s Diver is Lv30 already. In fact, it didn’t take much work.

“It is alright. It will work out somehow.”
“Will I use medicine?”
“Can you become a knight using medicine?”
“There is a medicine called ‘Dope Medicine.’ It’s believed that if you use it, you can become a little stronger. If taken in large quantity, it is possible to acquire superior job. But it’s said that the person who uses this method is weaker than the one who spent years in training and gaining experience.”

Is there such an item?
If change of job is possible, it must be a level up item.

There is a drawback, though.
It would only increase level, but parameters would most probably remain same.
It’s better if I don’t use it.

“I see. But we are not going to use the medicine.”
“We are not?”
“If she is willing to help, Miria is suitable for it.”

I can’t say that to Roxanne.

“But I would like to hear Roxanne’s opinion first.”

Actually, I’m enough as a knight.
But it would be nice if someone becomes a knight, and appoints me as Village Chief.

Then I will go to the Duke and tell him that I have become head of a village.

I really don't think that Roxanne will need [Defense], but It will not be bad to have.
When fighting against stronger monsters, it is possible for some of them to have attacks that even Roxanne can't dodge.
If you are specialized in dodging, it will hurt when enemy attacks hit you.
At that time, it will be reassuring to have [Defense] as an option.

"Yes."
"If only one person changed job, we won't need to change the current hunting floor. Because multiple members can't acquire Knight job, it is a good idea for Roxanne to become one."

Miria's job changes back to Diver Lv30. Roxanne becomes Warrior Lv1.
We will try 13th floor according to Sherry's advice.
There should be 'Increase in Strength' and 'Increase in HP' effects from Hero job, and the effects should stack with the effects from Miria's Diver job as well.
Even without retreating to lower floor, she will not be killed in one blow.

…Forget about getting killed in one blow, the monster attacks can't even graze her.
Roxanne is not getting hit by monster attacks.
No sign of getting hit.

And she's only a Warrior Lv1.
In other words, it wasn't due to her parameters but her ability.

Rather, after losing 'Increase in Agility' effect from Beast Warrior job, it took more strikes of Durandal.
May be it is just my imagination.

"Miria."
"Yes, desu."

During battle, Roxanne issues orders.

Upon hearing her name, Miria returns to the back in a hurry.

She seems concerned about Miria's tendency to act alone.
There are times when she steps forward too much.
Are the people of catkin tribe not good at fighting as part of group?

"She didn't show such behavior at first, but nowadays she occasionally starts heading to the front alone."
This shows how much she has got used to fighting.
Her level is hardly different from Sherry's.

If Roxanne is in front, the Grass Bee's long range attack will be focused on Roxanne.
For Sherry's spear to cancel the opponent's skill, we need to keep proper formation.

Even so, hearing just one word from Warrior Lv1 Roxanne, she obeys.
She replied politely as well.
Even though I said there is no need to use 'desu' inside labyrinth.

In the evening, after leaving Roxanne exposed to attacks, we finish hunting.
I go to Quratar to buy ingredients for dinner.
While shopping, I was called by the old lady from the hardware store.
She is the person who introduced me to the landlord.

"Great. I was about to go to your house."

"Due to the heavy rain from the other day, a part of the drainage broke."
"Heavy rain…"

I haven't heard about it.
Does it rain here heavily?
Because I warp to labyrinth and stay there, the weather outside doesn't really matter.
Since it is raining these days, is it already that time of year?

"Permission has been granted by the town lord; we will start doing the repairs the day after tomorrow. We will work from past noon

until evening. At that time, please do not throw anything into the sewage. Dredging and planting of licorice will also be done. Also, if possible, can you please send one person? We need one from each house."

Regional activities huh?
It is something like a neighborhood association.
That's bothersome.

"I cannot avoid responsibility."

I reply appropriately, and then ask the three at dinner.

"It is alright. I will go."
"It will be bad if no one participates. I will go."

Roxanne and Sherry reply.
As expected, there's no option to skip.

"No, I will be going. It doesn't really matter."
"Please Master, don't participate."

Roxanne stops me.

"Will it be bad if I participate?"
"You are not concerned about your face, but it is drainage cleaning nonetheless. They will look down on Master."
"I see."

I don't get it. Is it because it is sewage?
It is a dirty place indeed.
Is it a kind of work that free people don't do?

「××××××××××」
"Miria says she would participate at any cost."
"I am in, desu."

I wonder why.
I think she is getting the wrong idea.

"We are not going to fish."

It's not impossible.

If the fish is able to swim upriver, there is a possibility.
Even if it's possible, I don't want her to do it.

"Yes, desu."
"Even if there is, don't eat it."
"Yes, desu."

Her eyes are swimming already.

"Instead of ordering her not to eat, it will probably be better to buy her one to eat."
"I think it will be troublesome if we don't have fish for dinner."

Roxanne and Sherry seem to have same concern.

"I will go, desu"

Miria keeps insisting on going.

"Miria is going to participate then, will it be fine?"
"There should be other beastkin among the participants, so it will be alright."
"There may be someone I know."
"The servant of the hardware seller is a beastkin. She will most probably be participating. I will ask her to take care of Miria."

When did Roxanne have time to interact with neighbors?
If she says it will be fine, it will be, I guess.

"And the work should not be that difficult, so it will be okay."
"It will be okay. We will have fish for dinner."

Sherry says to console me.
I feel anxious about letting Miria go.
She obviously has different motive.
I will feel relieved if her motive is not the fish in the river the drainage is connected to.

Two days later. Since it has been decided that Miria will be participating, we go to the fish market in Hafen in the morning.
I intend to convey to her that she can eat fish without having to catch one.

I also brought the bucket.

“There will be fish for tonight’s dinner. Can you find small fish like the other day?”
“Yes, desu.”

Miria looks around the fish market with serious expression.
Before long, we were in front of the same place as before.
In the end, she went to the old catwoman’s shop.
Perhaps they have reliable method of processing fish.

“8 fish, right?”
“Yes, desu.”

It is the same mackerel fish as last time.
Miria places the order, and puts the selected fish in the bucket.

This shop has shrimps as well.
It looks like ordinary shrimps.
Can I cook them same as kuruma shrimps?

“Is it possible to bake shrimps?”
“Yes.”
“Will it stay fresh till dinner?”

I ask Roxanne.
Roxanne translates what I said to the old catkin lady.
The old lady pokes a shrimp.
The shrimp jumps.

“It’ll be good for two to three days.”

It is still alive.

“Then add 8 shrimps as well.”

Roxanne translates my order.
The old lady wraps the shrimp in leaf and puts it in the bucket.
After putting the shrimps in bucket, she counts the fish inside.

“It is 1 Nar for two shrimps. The total will be 12 Nars.”

Even though I didn’t understand the words, I knew she was counting.

I pay twelve Nars and return home.

Once we entered the labyrinth, Miria told me how to cook them. After that, she went to repair drainage.
Miria doesn’t care that the shrimps are alive.
The fish was cut into three, the head of the shrimp was removed, and the back side stripped.
The way to cook shrimps doesn’t seem different from the Earth.

Chapter 100 - Skill.

A number of people have gathered near the Dobu river.
Seeing from a distance, everyone was dressed quite shabbily.
For sewage cleaning, several slaves have been gathered.
Even the slaves from around the neighborhood have been gathered as well.

No, shouldn't that be natural?
A well is located a short distance away.
Even just fetching water is already a hard job.
Everything's good for me however, since I can just get water by using water wall.

Society seems to be hugely affected by the restrictions in technology.
If you want to live a bit luxurious with the technology of this world, a slave really would be essential.
The hierarchy between the ones who live a good life and those who support them can be seen clearly.
There are many houses that have a slave employed.

There's also the case of science and technology restricting society.
There's no such thing as forensic science in this world.
DNA test, fingerprint system, even the blood type is not even known.

What would happen then?
The investigation that the knights do can't really be called investigation.
If someone is doubtful just from asking questions, he's already proclaimed as the criminal.

In this world without forensics, there isn't such a thing as evidence either.
Because there's no luminol, identifying the murder weapon is impossible too.
A confession or testimonies from eyewitnesses are all that can be relied on as evidence.

If there's a strange person in town, that guy would be blamed as the criminal if anything ever happens.

I lived in a different world and have completely different customs with my neighbors; I don't even remember their faces.
A sociable environment isn't really formed in this world.
Even if one is established temporarily, in case something happens, it would collapse at once.

Quratar is a city where a lot of explorers are gathered.
It's originally the town where most people are strangers.
For this world, the companionship between neighbors isn't much either.

Nevertheless, one still needs to attend a minimal amount of regional activities.
It is troubling for those weird people in case something happens.

What happens in case a robbery or murder occurs?
If there is a guy who did not attend the regional activities, he will be branded the culprit.
They are tortured until they confess.
So that one is not unnecessarily accused, it is necessary to attend the activities.

This is what I understood from the things Sherry told me.
I was completely persuaded to not be truant.
It is a necessary skill to live in this world.
It is the reason why I made Miria participate in the cleaning of the Dobu River.

Of course, one can refute in case of accusation of being a criminal.
A trial will be held.
A trial of ordeal or a trial of battle.

A trial of ordeal, that is to say, a trial based on God.
The defendant is made to pick up a pebble that is put in boiling water.
If the defendant is able to pick it up successfully, then the defendant is innocent, if he fails, however, he is found guilty.

There's also having the defendant's hand and feet bound by ropes and then dropped onto water, the defendant is innocent if he floats and guilty if he doesn't.
Poison is also drunk, and the defendant is proven innocent if he survives.
As for those who are guilty, it already goes without saying.

In the trial of battle, one must fight the accuser, the witness/-es and all else who has testified.
Winning will prove innocence, losing will prove being guilty.
It also saves the trouble of executing those who are guilty, so its two birds with one stone.
I would never want such a trial.

It can't be helped since technology for investigating is underdeveloped.
There isn't any other way of determining criminals.
Even an alibi is uncertain in this world where field walk exists.
It is extremely common as well to decide the culprit by way of lottery.
A person was killed in a certain residence.
There are no traces of anyone coming from the outside.
The suspects are the six people who live in the house.

If it's in a TV drama then this is when an excellent detective will make its appearance, in this world's case however, this is when an excellent dice will make its appearance.
Visually, it's a toy, but in fact it's actually God's representative.
The dice determines which is the culprit using God's intention.

Of course, if five people's testimonies match telling on to the one remaining guy, he will be considered as the criminal.
Then, it becomes a five-on-one battle to prove the sixth man's innocence.
Because it is only disadvantageous for the accused and not those who testified, the difference in the number of people is not considered a problem.

I have three slaves who are all beauties.
It is likely to have already caught people's eyes.

I try to be as discreet as possible, blending in with the surroundings to live properly and brightly.
It is another skill necessary to live in this world.

「Master, a messenger sent by Luke has arrived. He seemed to have gotten a successful bid on a slime monster card.」

Immediately after having sent off Miria, a messenger from Luke has arrived while I was still at home.

「Which skill can be acquired from the slime monster card, Sherry?」
「When applied to protective gear, Physical Damage Reduction is applied, it is possible to fuse it as well with a kobold monster card to further the effects, but it isn't necessary to go that far.」

It's possible to reduce physical damage?
A slime is really a slime it seems.

「What would be good to put it on? For the time being, should we go to the merchant guild for shopping? 」

We went to the center of Quratar and bought vegetables and the monster card.
If it's put into the hard leather jacket, it would become something only for my exclusive use.
Because there's already Poison Resistant Hard Leather Hat and Waterproof Leather Mittens, would shoes be the next one?

It's already good enough if I'm in the rear, If I'm in the front however, I would want to equip it.
Replacing shoes is difficult.
Replacing gloves can be done, though troublesome.
As for equipment I can change easily, it would be the hat.

Though there is still an empty skill slot on the Poison Resistant Hard Leather Hat, I'd rather not attach the skill there.
Since the equipment having skills has not yet been publicized.
Once it's known that I applied multiple skills, sooner or later everyone else will be able to do so as well up to some degree.

I handed a leather hat and the slime monster card to Sherry.

It was a hard leather hat to be applied with the skill physical damage reduction.

「I did it.」
「As expected of Sherry.」
「Well done, Sherry.」

Sherry fuses the monster card casually.
Because that was the equipment left by the thieves, there was only one empty skill slot.

I immediately equipped it and went to the labyrinth.
We don't need to help with the river, and there is no reason to wait in the house.
Three people: I, Roxanne and Sherry entered the labyrinth after a long time.

It was all right to go even to the 13th floor of Haruba's labyrinth.
Though it can't be said that there's not really any problems.
I had to receive a lot of blows coming from the demons.
It's good to have made the Hard Leather Hat of Endurance

Because the vanguard role was left to three people including Miria, the burden on me this time is huge.
Because they appear before I can employ Durandal, I wasn't able to weaken them first.
I was able to do this properly before Miria came.
That's what I recall.

I barely dodge the rush of a Pig Hog.
I stared at the pig hog's eyes and cast water storm.
Two pig hogs fall.
An enemy has disappeared in front of my eyes.

It was safe however, the one remaining Grass Bee was being kept occupied by Roxanne.
I drove a breeze ball next to the side of Roxanne who was playing with the Grass Bee with quick movement.
I killed it without difficulty.

Roxanne guides us to the next opponent, a pig hog and two Grass

Bees.
Sherry hits the Grass Bee casting a skill with the spear with incantation interruption.
With that, I confronted the Pig Hog.
The Grass Bee emitted a mist of poison
There's no other way, I left the Pig Hog for later.
It was a long battle, but I was somehow only able to receive just one attack throughout all that.

The following group was one Pig Hog together with three Grass Bees.
Roxanne received the range attacks of the Grass Bees using a shield with ease.
While keeping an eye on the bees that came out front, I cast Breeze Storm.

I dodge the charge attack of the Grass Bee
The bee which attacked from the back has its skilled delayed and was forced to fight out front.
It's also necessary to take caution of the Grass Bee's Roxanne's fighting.
I glanced at it from the side and confirmed that it wasn't aiming at me.

It's safe.
The Grass Bee saw me shifting my vision and took it as a chance to attack.
I twisted my body in a panic, but was still hit by its charge.

I cast a fifth breeze storm in revenge.
Three Grass Bees fall.
At the same time my body was flushed and felt painful.

Poison.
I seem to have receive poison from the charge attack of the Grass Bee earlier.
Is it because I haven't worn the Poison Resistant Hard Leather Hat?
Probably because it's my second time receiving poison, I was incredibly calm.

It physically hurts.

My chest tightens.
But still, the priority is to defeat the demon.
I threw a Breeze Ball towards the demon.

No, it's wrong.
The opponent is a Pig Hog.
I made a mistake.
I'm actually calm enough to realize that I made a mistake.

I threw a water ball.
My body really hurts.
How much more should I throw?

I threw another water ball.
I can still count how many I threw.
Calm down.

Sherry came in front of me.

The antidote.
The antidote pill.
The mouth-to-mouth feeding.
I try to comprehend the situation.

I embraced Sherry, giving in to my desires, I pressed onto Sherry's lips.
Sucking strongly, the sensation of soft lips is indulged.
On this occasion I should already be satisfied.
I should decide calmly.

I swallowed the antidote pill received from Sherry's mouth.

I chased Sherry's tongue sticking onto it.
Our tongues were intertwined.
The tongue of Sherry was gently responding to my advance.

I am relieved of pain gradually.
The heaviness felt in my body was gone.
My mind also seems to have cleared.

What am I doing?
I should probably just enjoy it as it is.

No. What happened to the demon?
Sherry released my mouth, flustered.

It was good.
The opponent seems to have been annihilated already.

「Thank you, Sherry. I'm already okay.」

I breathe deeply.
Preparing a glass, I poured water using water wall.
I ask Roxanne for mouth to mouth feeding of the water.
After spending ample time, I caught my breath.

The labyrinth is dangerous.
Only one person is missing and the situation became completely different.
We shouldn't overwork ourselves.

We returned to the house earlier than usual.
We've already done a lot of things.

I will heat the bath firsthand.
I poured in water carefully as not to spill it.
I took a bucketful of water from the bath tub that was filled using water wall and set it aside.

Since there might be a little more time before Miria comes back, I heated the water some more.
It will be just us three for a long time while Miria still hasn't come back.
What should we do in such a long period?
I guess it should be the usual.

「I'm back, desu.」

When it was over, Miria came back.
She was covered all over with mud.
Though it was just clothes taken on a bargain from the slave trader, she returned with it all soppy.

「I've told Mira to take off her dirty clothes. You've already prepared the water, and I'll wash her off.」

「I want to wash her myself.」
「Is that so, that's fine. Because Sherry and I already received some affection.」

The acknowledgement of Roxanne who was fussing over her was obtained.
「Miria, sorry for the trouble today. I have already heated up the bath, let's enter together.」
「Bath, desu」

Miria entered the bath.
I washed her whole body beforehand before entering the bathtub.
I washed all her places thoroughly. Without exception.
The whole body of Miria got covered in bubbles as I wash her thoroughly.

After rinsing her with water, Her hair was washed.
After her head, her whole body was washed again.
I washed her twice, just to be safe.
TN: Sure, to be safe..

「Miria, I'm sorry for putting you to work today.」
「Dinner, Fish, desu」
「Seriously?」
「Fish Want, desu」

Though we converse while washing, the conversation naturally shifts because Roxanne is not here as an interpreter.
There seems to have been no fish in the Dobu River.
Sherry and Roxanne came late, and also washed before entering the bath.

「You planted plants?」
「Yes! Desu.」
「Licorice, a plant often planted in the bank of a river. The licorice has poison in the root, flower as well as the leaves, because of that animals don't come near it. The bank is then prevented from collapsing from the burrowing. Besides, the poison comes off when washed off with water so when push comes to shove, it can be an emergency supply of food.」

Sherry explains to me about the so called plant.
The wisdom of life.
There is such a convenient plant in this world.

Diver Lv31, Village chief Lv 1, Pirate Lv 1, Villager Lv 5, Merchant Lv 1, Explorer Lv 1, Warrior Lv 1, Herbalist Lv 1, Swordsman Lv 1, Monk Lv 1.

Miria hasn't been able to acquire the Farmer job.
Even if you plant that poisonous plant, is Farmer job not acquired?
Or is it not to plant, but rather you should be the one to harvest?

「Sherry, please go with Roxanne and prepare soup, I'll be cooking.」
「Certainly.」

Sherry left the bath with Roxanne.
Miria and I remained in the bath however.
We're continuing.
TN: Scene change go!

「Please tell me if you want to eat anything, Is shrimp okay? What does Roxanne want to eat?」

Preparing for supper, I asked Roxanne.
The pan was put on the earthenware stove that's like a charcoal stove. Olive oil is then warmed.
I prepared ingredients and arranged it on the table.
Fish, Shrimp, Sausage, Ham and various vegetables.

The powder that was made from slime starch and shell powder was put into flour, lightly melting it in water then adding egg.
The ingredients were then deep fried.
Sprinkling the powder onto the shrimp then turning on the heat afterwards.

「I , like master, also would like to eat shrimp.」
「I would like the ham.」
「Fish, desu」

Naturally, it would be the fish for Miria.
I add more coating to the shrimp, sliced the ham and deep fried them together with the fish.

In other words, this would be tempura.
I applied a mixture of lemon juice and vinegar before serving it.

「Is it good?」
「The food that master makes is always the best」
「It's delicious」
「Amazing, desu」
I'm the only one that can use chopsticks.
I continued deep frying.
This shrimp tempura can be said to be the same with the tempura from my world. There's a crispy texture with chewy insides.

「Would you try the vegetables next?」
「Thank you.」
「I'll try the mushrooms.」
「Fish, desu」

I used a mushroom which seems to be the same as my world's shiitake mushrooms.
Though I haven't deep fried it, it should taste ok.

「How about the sausages?」
「I like what master likes.」
「I'll eat more shrimp.」
TN: Eat your goddamn sausage.
「Fish, desu」

…

「You guys should also eat the fish before it runs out.」
「Thank you」
「Then I would like one fish as well.」
「Fish, desu」

Before Miria could finish all the fish, I took one and tasted the deep fried fish.
It's crunchy.
The deep-frying went considerably well.

If gluten had formed, the food wouldn't be this crispy and crunchy.
Good thing I used the Slime Starch to reduce the gluten.

Furthermore, Shell Powder that was the equivalent of baking soda was also used.
This would be the art of deep-frying.

Credits

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